THE BIGGEST AND BEST-SELLING SEGA MAG

MEAN MACHINES SEGA

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EXCLUSIVE REVIEW

PANZER DRAGOON ZWEI

THE KING OF Fighters 95 COMES OUT FIGHTING

ISS SOCCER
THE CLASSIC COMES TO MEGADRIVE

VIRTUA FIGHTER
GAME GEAR!

SCORCHID! FOR SATURN

LOADED

NHL '96

DIE HARD TRILOGY

VAMPIRE HUNTER

STREET FIGHTER ALPHA

L.S.D.
know the score

L.S.D. works on the brain. You can't turn the effects off once they've started, which is hell if it's a bad trip because it can last for up to twelve hours.

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You may hear, feel and taste things that aren't really there.

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0800 77 66 00

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MEAN MACHINES SEGA PRESENT AN ANDROMEDA SOFTWARE PRODUCTION FOR SEGA ENTERPRISES 'PANZER DRAGOON ZWEI'.
DIRECTED BY TOMOHORI KONDO
MAIN DESIGN AND ART DIRECTION BY YESHIDO KUNTARO DESIGNED BY YUKIO FATASJUI
SETTING BY KATSUHIKO SUTO MUSIC BY YAYOI WACHI VISUAL EFFECTS BY JUN MATSUO
PRESENTED IN STEREO ON SEGA SATURN SYSTEM.

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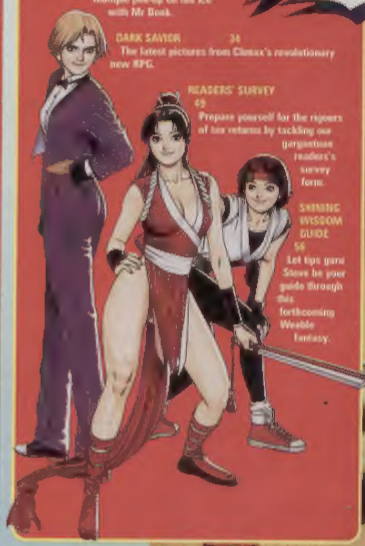

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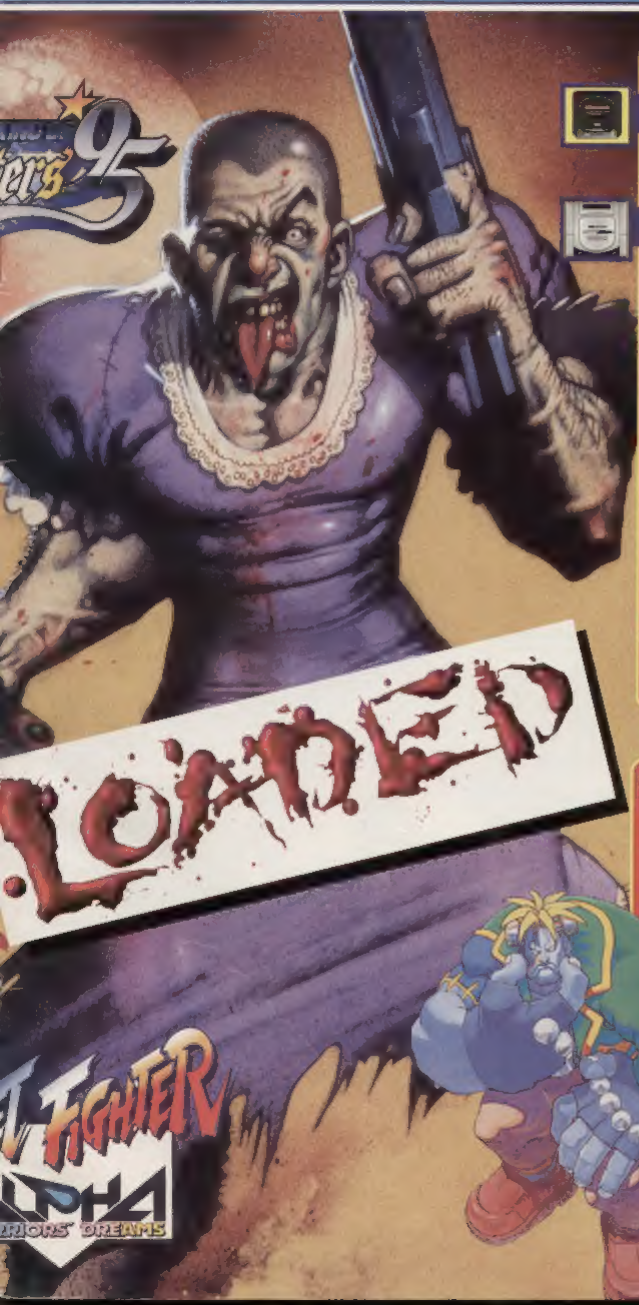

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MEAN MACHINES EXCLUSIVE

EDITORIAL

A CONNECTION IS MADE

This month you'll find the first review of the first Saturn link-up title, Gebockers. It's crap, but that's of little importance. It's what Sega make of the cable that's important. At the moment, the view from Japan is that split-screen is better than link-up, as the cable requires two Saturns, two monitors and two copies of the game in close proximity. The argument has always been that network play is fun for magazine writers like us, but useless for you lot. Okay, that's true to a point. But the third-party developers have got ideas for the cable, and it opens up whole new areas of gameplay. Despite the lukewarm response, it looks like the AM1 Virtual On conversion will be the first game by Sega to use the add on. Hopefully it won't be the last. In the meantime, enjoy the issue and please send back the questionnaire.

GUS

TOYS R US

We want to Toy Story, courtesy of Disney UK. Want to know what we thought of the film?

"I thought the film was so good I'm going to spend all my wages on licensed toys and merchandise until the next Disney film comes out!"

– GUS

"This is smart enough to betray the fact that it isn't, strictly speaking, a Disney film at all. Deserves more than its destined 'special achievement' Oscar."

– MARCUS

"Fantastiche. MEGA MEGA MEGA with capital 'M's. Go and see this film NOW! "

– LUCY

"Better than when Ian Wright left Arsenal."

– STEVE

ELECTRIC DREAMS

Of course, we're one big happy family here at MEAN MACHINES, and all satisfied with our lot. But if the opportunity to do a bit of moonlighting arises, none us will look a gift horse in the mouth...

GUS

"I've been working for Bullfrog recently," admits Gus. "They've been quite good to me, giving me a bit part in Theme Park. I'm the comfy sweater-wearing father of the family that gets sucked into their TV at the beginning. They've promised me a promotion – I'm going to be one of the ride mechanics next month." Gus ambitions to join the navy: "If I could be anyone in a game I'd be Admiral Blocky in Wing Arms. That trick of talking out of sync with my lips would make a great party piece."

CLAIRE

Claire's been putting those formidable thighs to good use recently, understudying for Sarah Bryant in Virtua Fighter. Since Sarah had a make-over and moved on to VF2, the post has been vacant on the original game. A chisel and hammer soon ensured Claire locked the part. "The best bit's getting to beat my brother up!" she enthuses. "I hope to move on to Baku Baku – I'd like to be the little green bird that cries when the computer loses. But I can't quite fit into the costume."

MARCUS

Marcus has been spending his spare time playing Santos in Cyberia. "I think what first attracted me to the role was the chance to play voyeur and leer at that chick copping off with that bloke. It all gets a bit uncomfortable later when I get knocked unconscious, but you have to take the rough with the smooth." Marcus has an unusual acting ambition: "I'd love to be one of the squidgy green aliens in the Toy Story game. There aren't many lines to learn and I think I've got the looks for it."

SEPERATED AT BIRTH?

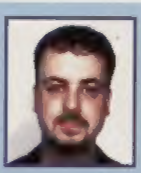
Ever get that feeling of deja vu while crouched before your console?

ANGUS

Spooky resemblence – Angus Swan, our glorious leader, and Mr Brown Cardigan, father of the Theme Park family.

MARCOS

Spot the difference. NOT. Marcus recently arrived late, claiming he just had to trim his beard...he's clearly been modelling himself on the perv from Cyberia.



CLAIRE BRYANT

Sarah Bryant was chosen to represent our Cluuurrrrr because of the size of her choller whollers and her super sonic athletic build. Clur has recently taken to cartwheeling across the office, shouting 'Hi yal' and felling male members of staff with expertly executed kicks. She puts it down to pre-menstral tension, but we know better.

LUCY STRIDE

Lucy has the same distended body as the suave and sophisticated Kimberley Stride. Miss Hill strenuously denies that she in fact resembles a ten-pin bowling skittle with her kit off, and the rest of us will have to wait till the next Christmas party to find out. Only joking.

STEVIE

Our clean cut Steve Key has been likened to Virtua Cop's Smarty. It must be the dazzling blonde hair and baby blue eyes that has the chicks swooning for PC Key.

LUCY

Lucy's collection of rubberwear and bondage gear has recently been put to good use in her role as sexy scientist Kimberley Stride in Blam: Machinehead. "It's reet freezing in that clobber," she moans during a rare fag break, "and I'm getting a bit tired of being strapped to that incendiary device, but at least I get to take the clothes home at the weekend." Lucy's ambition is to play Woody in the Toy Story game. "Or anyone who wears a decent pair of trousers."

STEVE

Steve's been cleaning up the streets of Virtua City recently – and he ain't using a broom to do it. "It's smart being Smarty off Virtua Cop. I've been taking out perps and zooming around on patrol – and I haven't even got a driving license!" Steve has lofty ambitions for his future role. "I intend to play a certain blue hedgehog in this year's new Sonic game. I've already started filling my face with chips in order to cultivate the perfect physique."

GAME BOYS AND GIRLS

DR ROBOTNIK
Steve 'hahnk' Merrett
METAL SONIC
Angus 'spinball' Swan
AMY ROSE
Claire 'Monbiot' Coulthard
KNUCKLES THE ECHIDNA
Marcus 'Casino Night' Hearn
MILES PROWER
Lucy 'Tails' Hill
CHAOS EMERALD
Steven 'Super Sonic' Key

MRS ROBOTNIK
Lisa Merret
KOOPA TROOPER
Tina Hicks

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Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, fella!

ENDING BIT
Some people say I won't go far.
Maybe they be right
But if going far is to Bath in a car.
Perhaps I'll just sit right.

MEAN MACHINES SEGA use Dolby Surround to test out all featured software.

DOLBY SURROUND

NEWS

So much has happened this month, we've just about managed to get the essentials into News. You'll come out of the next four pages refreshed, enthused and briefed in all you need to know about Sega during April.

SATURN 2

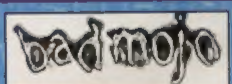
HARDWARE
BY SEGA
SATURN 2
RELEASE: TBA
ORIGIN: JAPAN

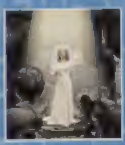
Sega plan the launch of Saturn 2 this month in Japan. The machine has the exact same specification of the original Saturn and is fully compatible. The resulting move is to produce the machine more cost-efficiently, with some components merged or removed. The move is much the same as the change from Megadrive to Megadrive 2 which occured in 1994. Saturn 2 will also allow Sega to cut the Saturn's price further from 24,000 Yen (£149) to 20,000 (£125). Sega UK have no date for Saturn 2 here, but it's certain to come. The change should have some impact on price here in the UK, but it's too early to say how much.

ALIEN EMPIRE

BAD MOJO
BY ACCLAIM
SATURN
RELEASE: TBA
ORIGIN: US

Bad Mojo is the most original PC game in years. That's the general opinion of the press following the launch of the CD-ROM roach game last month. And our insected correspondent tells us that its almost certain that a Saturn version of the game is were to appear. Bad Mojo takes the unsavoury Roger Samms on a journey through the mankind house in America in the form of a humble cockroach. Gameplay involves pushing cigarette butts and climbing over dead rats. Charming. An amazing amount of work has gone into the still and video sequences and it's a quite unique experience. Peruse these PC shots until something more concrete appears. We estimate Christmas at the earliest.





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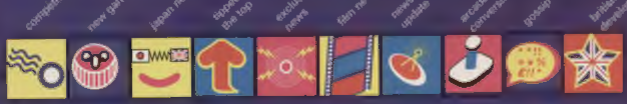


CARRY ON CLEO

EXHUMED

BY BMG

SATURN

RELEASE: TBA

ORIGIN: US

BMG came to us with news of an exciting new shoot 'em up based around the Duke Nukem 3-D engine, which has just been released to much acclaim on PC. Exhumed is a wholly different game, set in the creepy Pharoah tombs of ancient Egypt. Players wander around the maze-like interiors of the temples and pyramids destroying crystalline denizens and uncovering treasures. BMG have high hopes of the US originated game being one of the big shoot 'em ups of the year, and it's one type of Pyramid selling which we hope is successful.

A ROUND CALLED ALLISS

ACTUA GOLF

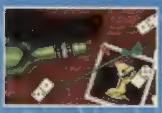
BY GREMLIN

SATURN

RELEASE: TBA

ORIGIN: UK

Golf on the Saturn has been okay to date, but hardly adventurous. Step in Gremlin Graphics, with the Indiana Jones of golf simulations, Actua Golf ("there's nothing virtual about Actua"). Yes, it's golf, but from what we've seen, and what you here see, the most graphically detailed attempt yet at creating the subtle textures and landscapes of a woodland wonderland. It's all full 3-D as well, with viewing angles from just about anywhere on the course and split-window replays (pretty impressive). The animation is all motion-captured, with local golf professional performing actions as diverse as "picking club from bag" to "lining up on green". Actua Golf's killer feature, though, is the persona of Peter Alliss, the TV commentator who dons slacks and lends a full commentary, with thousands of sampled phrases in his repertoire. A feature next month and a review surprisingly soon after.



SYNDICATION RIGHTS

SYNDICATE WARS

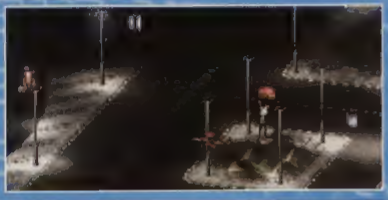
PUBLISHER: BULLFROG

SATURN

RELEASE: AUGUST

ORIGIN: UK

MEAN MACHINES are the first to know that the Bullfrog's 'Playstation only' product, Syndicate Wars, will now be a future Saturn title. The next generation sequel to the fantastic Syndicate has been long in development, with such innovations as video sequences intertwined into fully manipulable 3-D worlds, light-sourcing, etc. Now Bullfrog, buoyed by the quality of their other Saturn conversions, are satisfied the machine can handle Wars. The future-set game places you as a cyborg operative of a crime Syndicate, with orders to fulfil some bloody and ruthless missions. As the PSX version is not out yet, the Saturn version won't be that far behind!



GUT WRENCING

GEARS AND GUTS

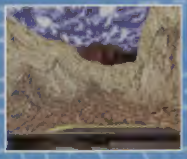
PUBLISHER: GREMLIN

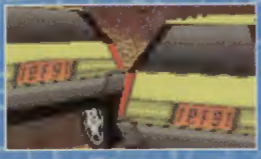
SATURN

RELEASE: JULY 1996

ORIGIN: UK

MEAN MACHINES here print the first shots of a completely original driving game from Gremlin Graphics, developing under the feisty title of Gears and Guts. It's the Saturn's first off-road racing game, adding huge four by four tracks to the range of vehicles in the machine's racing repertoire. It's also a joint development across several formats, each designed to optimise the machine's capabilities. The project team are aiming to offer something different by creating complex virtual worlds for the courses, where the 'track' is less rigidly defined than normal. The physics of the track contours and trucks is also hugely complex — each wheel will have independent suspension! Gears and Guts looks highly original in look and style and should make some waves later this year.





SLIPPERY WHEN WET

SLIPSTREAM

PUBLISHER: GREMLIN

SATURN

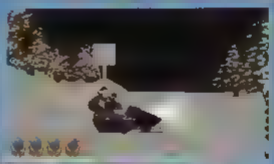
RELEASE: TBA

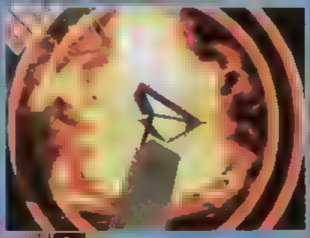
ORIGIN: UK

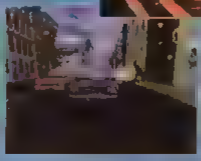
Slipstream is a Saturn racing game Gremlin are considering for later in 1996. The game, a port from last year's PC title, is currently a firm proposal for the Japanese market — publisher there specifically requested it. If it comes to the UK in time, Gremlin may produce an updated version. Predating Wipeout, Slipstream uses futuristic glider craft and non-conventional race settings such as Alpine glaciers and Amazonian forests.

BITCHIN' CABINETS

HARD IS ON







GOS

VIDEO CD REVIEW

The latest Video CD releases reviewed. To watch any of these on your Saturn you'll need Sega's Video CD card, on sale now.

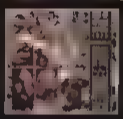
KNEBWORTH – THE EVENT

This triple disc set, assembling the highlights of a 1990 benefit gig that was previously only available across three video cassettes, is a very promising start to Castle Communications' Video CD releases. This epic concert stars a motley crew of rock 'elder statesmen': Dire Straits are dull, Cliff Richard is cheesy and Status Quo are annoying. On the other hand, Robert Plant and Jimmy Page are still relic (if a little geriatric), Paul McCartney is in Beatles-friendly mode and Pink Floyd are defiantly magnificent in the face of a rainstorm. A lucky dip that usually comes up trumps.

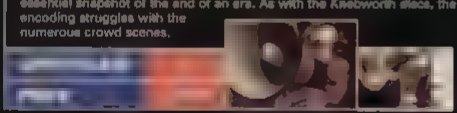
THIS IS VIDEO CLASH

Second-only to The Sex Pistols in notoriety, The Clash first made their mark in 1977 and continued to present politically-edged punk until they disintegrated in the early Eighties. This is Video Clash gathers eight tracks, from their second through to their penultimate albums. Highlights include the rousing London Calling, the melodic Train In Vain and the Levi's advert fave Should I Stay Or Should I Go? While this CD illustrates their musical versatility, all but the most recent tracks here now sound badly dated, and the group's wall 'ard posturing now seems merely quaint.
Encoded in 'block-a-vision'.

MESSAGE TO LOVE – ISLE OF WIGHT 1970



Another well-packaged Castle release. This film, shot in 1970 but only completed and edited in 1995, is a revelatory and frank document of the last great music festival – the bitterness and disappointment of the organisers leaves as great an impression as the music. And that's of the greatest vintage – Jimi Hendrix (in his last UK performance, merely two weeks before he died), The Who, Free, and The Doors all sound excellent, even if they sometimes look a bit worse for wear. An essential snapshot of the end of an era. As with the Knebworth discs, the encoding struggles with the numerous crowd scenes.



ABOVE THE LAW

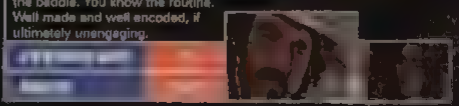
"Sit back and enjoy the carnage and the capers in Above The Law!" gushes the Steve Priestley-style narrator in this blocky compilation of motorsport pile-ups. His hilarious voice-overs specialise in patronising comments following the unfortunate drivers' mishaps. "Let's impress the crowd with a wheelie," he chirps after a motorcyclist raises his front wheel. "Hmm," he quips after the poor bloke falls off. "He got that wrong didn't he?" The highlight of the whole CD, however, is his stern warning that sometimes "the unexpected can catch you unawares." Good grief...

WET WET WET – END OF PART ONE, THEIR GREATEST HITS

Scotland's drippy AOR boys in fifteen videos that span their singles career up to 1993. Wishing I Was Lucky, their first and best single, kicks everything off with an unbelievably tacky promo that sees the lads sucked into their television sets with 'hilarious' consequences. From thereon everything was smartened up a bit. If you can make it through Sweet Little Mystery, Angel Eyes (spelt 'Angle Eyes' on the sleeve) and Sweet Surrender you'll be rewarded with a selection of tracks from the wilderness years before they resurfaced with the unintelligible premo for Goodnight Girl. A well encoded spoonful of syrupy smooth soul.

QUIGLEY DOWN UNDER (1990)

A rarity on two counts – a Video CD Western from the otherwise quiet Philips. This impressively photographed movie tells the story of Matthew Quigley (Tom Selleck), an American long-distance marksman who travels to Western Australia in 1860. He soon finds himself up against a dastardly rancher Marston (Alan Rickman) for refusing to shoot Aborigines and up against the barmy but beautiful 'Crazy Cora' (Laura San Giacomo) in an entirely different sense of the phrase. Tom Selleck projects a roguish charm that the film itself never quite matches, and Alan Rickman is, well, the baddie. You know the routine.
Well made and well encoded, if ultimately unengaging.



OUT NOW ON TAPE.

IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE, CHECK OUT NEW OXY BLACKOUT. IT HAS SPECIAL STICKY TAPES THAT [illegible] GENTLY. BLACKHEADS? OXYCUTE 'EM!

CREAM OF SEGA

Welcome, pop pickers, to your monthly guide to the Sega hit parade, brought to you in association with Chart Track and Pot Noodle (tm) – the snack with a stench. If you want to see what's top-permost of the peppermost with the teenagers, then you're in the right place. You're tuned to Radio Moon Machines – the home of the hits. Remember kids, numbers in brackets indicate titles' positions on last issue's chart. Alright? Not 'arf. etc.

HYPE CHART

What you, and we, are most looking forward to.

1 (–) TOY STORY

2 (2) [illegible] wait is nearly over.

3 (3) [illegible] one can hear you

[illegible] Wins our vote as the best MK yet.

[illegible] The rumours are still flying – this is going to be awesome.

SALES CHART: SATURN

Chart Track's survey of the most selling CDs

1 (–) SEGA [illegible] Undeniable and [illegible]

[illegible] new entry for the Pal conversion [illegible] Live information

[illegible] deserves to be.

Still the top seller in a field (pitch?) of one.

[illegible] another new entry for this passable WWII shoot 'em up

Losing ground after an impressive [illegible]

One of 1995's greatest Saturn games

A new entry for this massively hyped RPG

The classic town-planning sim finally arrives for Saturn

Virtua City has never been safer

SALES CHART: MEGADRIVE

Chart Track's guess as to Mastertronic's sales

1 (1) FIFA SOCCER '[illegible] (EA)

2 (2) SONIC AND KNUCKLES [illegible] discounts boost sales.

3 [illegible] (Sega) Another discounted classic

Toss from the past hits the bins.

Ever get that feeling of deja vu?

This right-on fish 'em up is still selling.

Starting to slip after massive success over Christmas

The latest episode in the MM saga

The quality of the latest PGA keeps it popular.

Another bonkers classic from Codies

OFFICE CHART SATURN

Our choice of next generation titles

1 (–) PA[illegible]

[illegible] Sega's tricky old dog scores highly with [illegible]

[illegible] Still a bit rough, but the game is a [illegible]

Big fave with Gus, who's taken to wearing a turban

[illegible] Plays better than it looks, according to [illegible]

READERS CHART SATURN

Your choice of the best Saturn titles

1 (2) VIRTUA FIGHTER [illegible] [illegible] best 'em up going [illegible]

2 (1) [illegible] [illegible] into second – but not far [illegible]

3 [illegible] [illegible] entry, still on import only.

[illegible] Sega's 3-D platformer has lasting appeal.

[illegible] No change for Core's copter sim

BE AN OPINION FORMER

Our ongoing race of readers' faves is becoming more and more popular. Each month we list the games you most want and those you are looking forward to. Just fill in the coupon. Also, take a guess at what the most popular game of the month will be. One of those smart enough to guess the top of the reader's chart will win a copy of that game! Congratulations to last month's winner Michael Morgan from Berkhamsted. Eese»

MY TOP THREE SATURN GAMES ARE

1

2

3

I'M MOST LOOKING FORWARD TO

1

2

3

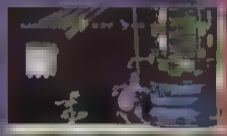
I PREDICT THE MOST POPULAR GAME WILL BE

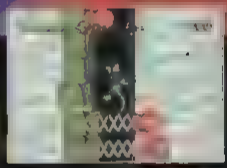
NAME

ADDRESS

Send to: Cream of Sega, MEAN MACHINES SEGA, EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

GEX





Try jumping, tail-whipping & face-licking to discover secret bonus stages that only Crystal Dynamics knows about.

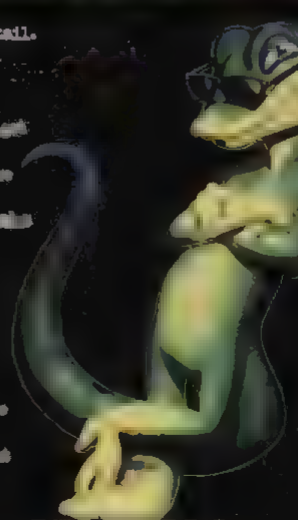
Electronic Gaming Monthly "Editors' Choice Gold Award"
GamePro Magazine "Character of the Year"

NEW for Sega Saturn™ and the PlayStation™ game console.

Get ready for one serious See-Food Cocktail.

It's GEX, your bug munching, tongue-lashing alien-spy. Oh yeah, we've got Hungry-Man portions of pop-culture shtick all right. With late night TV freaks like Conan and Flatulence Man.

But it's our special sauce—over 200 hilarious one-liners and sound effects from MTV® comedian Dana Gould—that give our major attitude. So forget about good taste. And go with the already dog du jour instead.



CRYSTAL DYNAMICS

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SEGA

APRIL

£44.99

SHOOT 'EM UP

CONTROL: JOYPAD

GAME SUPPORT: EASY

CHALLENGE: 700

SKILL LEVELS: 5

RESPONSIVENESS: EXCELLENT

Coded by Andromeda, who created the ground-breaking Saturn hit last year.

Proceed through seven stages, shooting the ancient ship and confronting the forces of Mechanoid, growing stronger.

345.00 (Complete)

Emperors have unsettled [illegible]. Penetrating the sleep of the undisputed of all Mechanoid is an [illegible] glow. This old, cruel, tyrannical mellowed not by age or [illegible] has an ancient lore, a superstition out of his subcon[illegible] domestic foreboding formed a winged avenge[illegible] visit devastation on the [illegible]. The light pres[illegible] ent.

[illegible] got on the [illegible] of wilderness, manual [illegible] he dumpy [illegible] stones have no use as domestic [illegible] be killed. However they are unfortunate [illegible] young with their [illegible] tradition. But [illegible] hid the hatching [illegible] found one day, as it appeared [illegible] ferent to any he had seen before [illegible] it a [illegible]. He would sit in [illegible] throat, but more than this, he wondered at the strange [illegible] stons growing from its side. Legi [illegible] no other mutant [illegible] before it, this developing wing. A year passes, and the boy has created his own makeshift [illegible] Legi. He is convinced the [illegible] strong creature can be yoked [illegible] ridden. He is convinced it [illegible] made to fly. As he struggles [illegible] the creature on the ridge [illegible] his home valley, a strange vessel, riding the clouds, casts its shadow over the land. It's an emissary of death, the dark angel sent by an enfeebled but dangerous old man who wishes to extinguish a light that threatens him. But the light has just started to life...

SECOND SIGHT

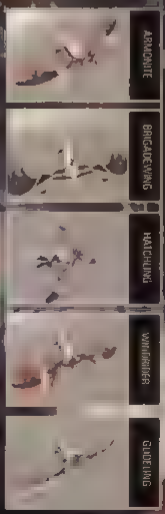
[illegible] panoramic viewing system that allows you to view [illegible] side [illegible] Gone are the multiple 'depth' perspectives [illegible] you view your dragon from near, [illegible] position [illegible] over, the radar system displayed in the top-right corner has been [illegible] field of view and all enemies within range. A [illegible] which alerts you when enemies are essentially [illegible] red zones indicate fixed enemies. Larger enemies are [illegible]

PANZER DRAGOON ZWEI

STRIVE HARDER BE BETTER

In PDZ the greater your efforts, the more spectacular your progress. Your dragon will evolve, transform and become stronger. This is illustrated by a tally of points awarded at the end of each episode. There are three categories of points; two combination points are awarded for finishing a level. These are [illegible] and the [illegible] are given for the [illegible] Whether or not practice is indeed beneficial, finally route points are awarded. Even if you choose by accident or [illegible] fixing a path through the level. See the separate box on routeing.

[illegible] the hierarchy of dragons [illegible] more than [illegible] interaction. You will find the dragons' sight becomes more responsive, their [illegible] more powerful and their [illegible] able to track more [illegible] able to dust [illegible] damage. More advanced dragons can make evasive manoeuvres or rolls.



MAGICAL MYSTERY TOUR

The first complete guide to Panzer's second adventure.

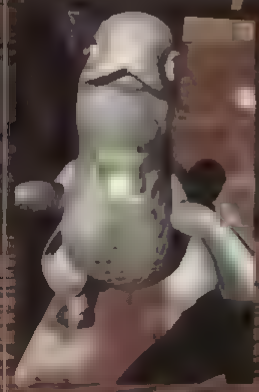
EPISODE 1

ROUTE 1
You are forced to breach the towering defenses of Mechannia, whose air and cannons are positioned high overhead. The Empire's great sailing ships are berthed here and protected by a huge, fortified gun.

ROUTE 2
Lagi leaps into the void and has the strength to fly. His efforts attract Mechannia's airborne legions, who harass, bestir balloons and two huge sail frigates, standing an attack for

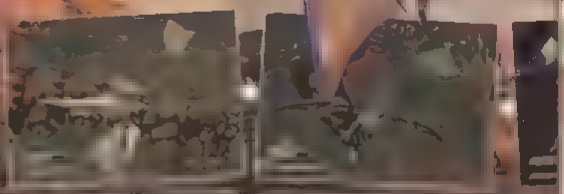
EPISODE 3

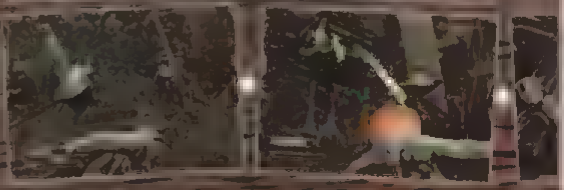
Take flight into a dr... alongside, little men...



ROUTE 1
With wonder Lagi gains on some undulating centipede forms of ... size. No part is ... weaker and ea... segment of the... bodies must b... blasted.

ROUTE 2
The shadow of a ... just before the ... ...ights and then ... bursts through the ... Oldiga. This enor... ...ster can absorb ... huge damage, while ... parasites drop off ... and launch their ... ...ry attack. Two ... this happens.





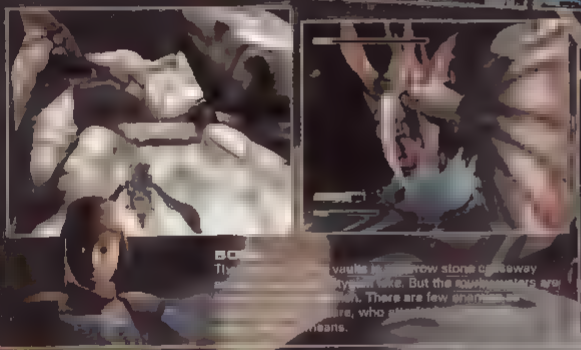
EPISODE 2

EPISODE 4

ROUTE 1
Tumbling down, dragon and rider come to a halt in a huge cave. [illegible] dragon's nest. [illegible] have awoken.

ROUTE 2
After heading down, you turn into a huge chimney leading you out to a huge aqueous arena. The lights fail, and amid flashes of illumination, you see a swarming mass of creatures churning the water.

ROUTE 3
Heading on, into curving corridors, you have to keep eyes in the back of your head. Many times squadrons will ambush you from behind, as the longest route twists on.



SOUND OF THE ATOM SPLITTING

EPISODE 0

EPISODE 5

THE SHINING PATH

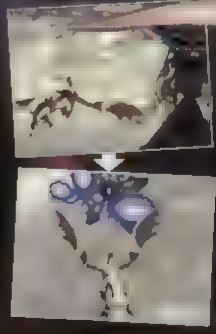
EPISODE 7

Its approach is quizzical at first, as if the appearance of the dragon sparks long distant memories. It is both hideous and beautiful at once. Despite its huge bulk, it can soar across the sky in an instant. It turns tail on the dragon and myriad, jewelled lethal stars explode across the sky. The final confrontation. Or is it?

The deadly bat never looked so beautiful

MUSICA NOVA

[illegible] specifically music for PDZ's [illegible] worthy for more than its [illegible] phonic qualities. A [illegible] media's composers have [illegible] some of the few to utilise the [illegible] Yamaha's sound chip and generate the music real-time [illegible] the [illegible] record the [illegible] on CD tracks. As well as [illegible] using the chip's power it's the most powerful piece of hard [illegible] in the machine it offers a [illegible] fast [illegible] game load-[illegible] that breaks [illegible] tion



WHAT'S IN THE BOX?

[illegible] Saturn [illegible] Panzer Dragoon Zero Space [illegible] within. There's [illegible] with [illegible] games. A [illegible] Fantastic [illegible] way. [illegible] features mystery [illegible] of [illegible] gameplay.

COMMENT

GUS

The original Dragoon was the most exciting game for the Saturn when it debuted in Japan a year ago. Despite its shortcomings, it still shines. But this sequel is some shoot. PDZ is epic, dazzling, stirring and thrilling in equal measure. The ambitious plot of the original is expanded in a fantastic story intro that makes it more of an adventure than an arcade game. But the story ends up offering more conundrums than those it solves. Quirky mystery is part of the PDZ experience as there is a whole culture of hidden features within the game, including an elaborate box of tricks offered as a 'reward' for good play. Graphically, it's far in advance of any shoot 'em up on any 32-bit format. Advanced polygon routines give a solidity, detail and smoothness to the backgrounds, and an artistic imagination has produced creatures sophisticated and stunningly beautiful in equal degree. Each level progressively astounds, especially the locations beacon which end each episode in a perilous confrontation. The last of these is so incredible as to be a defining moment in console gaming. Absolutely, the game's stunning appearance is matched byte for byte. The achievement is all the more impressive as it moves direct from the Saturn's sound-chip. Developers in this country must strive to make use of this Yamaha-designed wonder, or Sega must provide an easy interface for it, as its neglect is, shown by PDZ, criminal. But it's too easy. Yes, the PAL version will be harder and the game has long-term interest, but still it's just too easy to play through. How can we still recommend a game that hardened gamers will complete in a few days? Because it's a must-have game. PDZ is simply the must-have game of spring '96.

COMMENT

MARCUS

Panzer Dragoon looked a treat, even if the gameplay soon palled through over-familiarity. Panzer Dragoon Zwei is a significant step forward. We still have a game that can be admired for its breathtaking visuals, but Andromeda have done much to 'liberate' the player from the fixed routes and limited movement of the original. The cinematic feel is enhanced by greatly improved effects and sweeping panning shots. There are still problems – mainly that the game doesn't pose enough of a challenge – but perseverance has proved that completion of the game doesn't necessarily quell exploration of the game. There is much here waiting to be discovered and, in true [illegible] fashion, the end is left wide open for a sequel. I can't wait.

GRAPHICS 91

▲A panoramic world of wonder, seamlessly displayed and brilliantly realised.

SOUND 94

▲The dragon movement, when launched, is quite incredible. The exuberance of flight perfectly mapped.

VALUE 93

▲Stunning ambient tracks and pounding accompaniments. A frenzy of explosions, sirens, lethal drama and all generated realtime, not off CD!

ORIGINALITY 91

▲The power of animations and boss plan-ned for explosive, blood-pumping sections and bizarre others.

PLAYABILITY 94

▲In every level all hell breaks loose, with every playing moment a concentrative joy. Using a boy's adventure ups.

LASTABILITY 85

▲A real effort has gone into providing some back features.
▼At least, it's still too easy.

OVERALL

Majestic and sweeping, visceral and stimulating to play, a title of mythic proportions.

92

WORK IN PROGRESS

PROJECT
PUBLISHER
OUTLAWED
RELEASE
FORMAT
DEVELOPERS

Mega CD owners with long memories may recall the impressive Silpheed. Well, Game Arts are back with a sophisticated first person perspective shoot 'em up, Gungriffon: The Eurasian Conflict. Optimistically scheduled for imminent Japanese release, the game is currently being considered by European publishers who would be wise to snap it up.

A bit of senseless slaughter always goes down well in the MEAN MACHINES office, and this is another twist on one of the all-time greats Battlezone. However, instead of trundling around in a boring old tank you trundle around in a [illegible] armour suit bristling with all manner of lethal weaponry. If things get hairy or if you just feel like gaining an aerial view of the battlefield then you can even hover around for limited periods, strafing the ground from above or engaging helicopter gunships.

A variety of missions, testing your dexterity and accuracy across different terrains and different conditions, stretch your vehicle in the face of odds which, as the saying goes, are never anything other than "seemingly overwhelming". Which is all very well, but goes little way to explaining what the hell a griffon is.

GUNGRI

[illegible] leaping in and with a sophisticated new combat runaround - Marcus gets tanked up

PRACTICE MAKES...

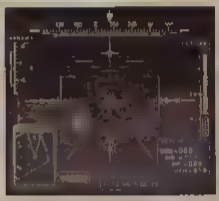
In order to hone your skills before you enter combat proper, there are two training levels to gotter about in. Started on easy [illegible] level, the easy section drops your griffon into barren territory [illegible] populated [illegible] to the [illegible] rival griffon. [illegible] middle [illegible] you can [illegible] on this level [illegible] helicopter [illegible] limit to adhere to - [illegible] all other vehicles and cross the designated boundary in the [illegible] or the game is, very literally, up.

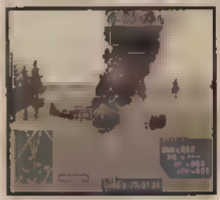
INTRO SEQUENCE

Gun Griffon has what can only be described as the most impressive intro sequence we've ever seen. The most sophisticated mechanised war machines the twentieth century has to offer are literally blown away by a descending squadron of gun griffons. Camera shake, gun recoil, explosions and dust trails exhibit unprecedented realism by the application of a new process called TrueMotion (tm) which elevates this above the standard of your usual run-of-the-mill FMV.

TRUEMOTION

The Duck Corporation





KHARKOV

The finished Gungriffon will feature eight levels in addition to the two training exercises, all set in wartorn Eastern Europe. The first of the four levels we were able to look at was set in Kharkov. Operation 'Dandelion Seed' shares the same objective as all the other levels as far as we can make out – shoot first and ask questions later.

Enemy griffons are the largest and most resilient to your weaponry

Choose hover mode to take aerial pot-shots or engage the helicopter gunships.

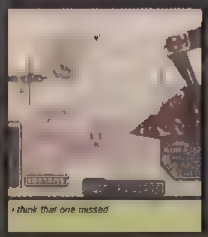
KIEV

No, not a yuppie [illegible] but a particularly nail-biting setting for the second level. As its name suggests, Operation 'Dark Servant' is conducted in the pitch darkness of night, so you'll need your griffon's glowing green night sight to negotiate the rubble and tight corners in the city, as well as any approaching enemies.

are essential for navigating the narrow streets

NOVOSIBURSK

Appalling weather conditions in the snowy wastes of Novosibursk hamper Operation 'Foxhunt'. Separating friend from foe and locating enemy craft relying mainly on your on-board radar is difficult – hostiles tending to loom at you through the fog when it's too late. Your ability to spend limited time hovering over the action (the multi-sectioned bar at the side of the screen indicates how many 'hovers' you can initiate at any one time) is of less use here than on other levels.



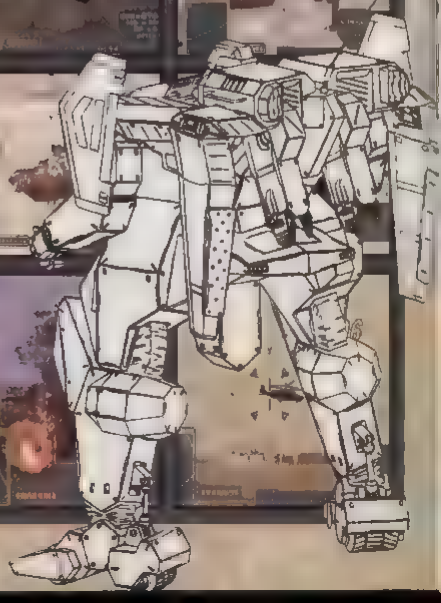
I think that one missed

A close range pummelling – typical tactics on this fog shrouded level

ULAN BATOL

The terrain is the only hospitable aspect of Operation 'Bloodstorm' – a level that introduces some persistent and well-armed opponents in the most easterly location in the Eurasion Conflict – Ulan Batol. Most dangerous of all here is the black 'mega griffon' – a vehicle that pits you against an opponent with all your own agility and firepower.

takes a decidely confrontational stance.



PLAY
THE
GAME.
LIGHTER
Disney's
TOY
STORY
SEGA the GAME is NEVER Over.

PROJECT

PUBLISHER

DEVELOPER

RELEASE

THE King of Fighters

So there's this master fighter called Rugal, right, and seeing as he's the hardest bloke in the universe, he wants to test his strength by organising the one-on-one tournament to end all tournaments. Thus the King of the Fighters is born. But, in his eagerness and his desire to destroy the best fighters he causes his mothership to explode, taking the best challengers with him. So, he fails in his first attempt, but somehow manages to survive the crash (funny that) and revives the tournament. So all the fighters have gathered back together in another quest to become King of the Fighters.

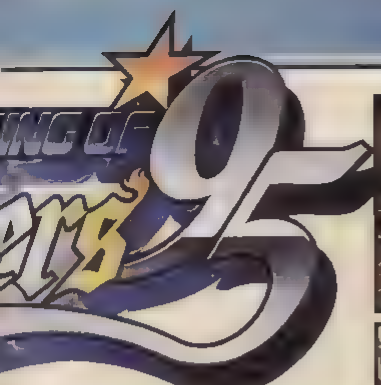
Ignoring the ultra-realistic plot, this basically boils down to another beat 'em up, attempting to challenge SF for the fighting crown. It premiered on the Neo Geo in the form of KoF '94, and this upgrade soon followed to high aplomb in certain areas of the gaming press. Now, it has arrived on the Saturn, in the guise of the latter version, to wow all you Saturn owners.

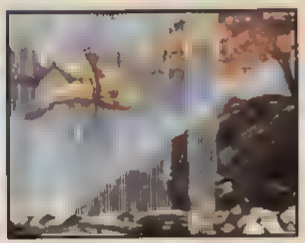
The format is the same as all the fighting games you come across, with one bloke or woman trying desperately to beat up another bloke or woman. Zero points for originality. But it's the style of the game that may help to set this apart from the other games in the already overcrowded field. It has a very anime feel to it, with very stylish character movements and appearances. An added bonus is an awesome multi-player mode, which is detailed elsewhere in this feature. If early indications are anything to go by, it could cause quite a stir. But, with no European publisher yet signed, it might not see the light of day on these shores

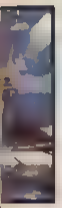
Reckon you're 'ard do ya? Well now's your chance to find out once and for all who the King of Fighters is. And it ain't gonna be pretty...

FANCY A THREESOME?

No you perverts, not that sort of threesome. We mean a bit of three-on-three fighting action. This game has a Team mode option in which you can choose any one of three characters to team up together in an elimination-style battle. The fighters are already grouped into teams when you start, but you now have the opportunity to pick your own set of warriors for your own specific needs. With 24 characters to choose from, a veritable feast of possible combinations are on offer. The groups are built around past games and alliances with other characters from SNK's other beat 'em ups. For instance, there is a Fatal Fury side consisting of the Bogard brothers and Joe Higashi, and numerous other stowaways from the Fatal Fury and Art of Fighting games







TWO IN ONE, LIMITED OFFER!

SNK have developed what they call the innovative "Dual ROM system." Eh? Dual ROM means cartridge and CD in one. A 16 MB Rom cartridge (a standard Megadrive cart) is going to be bundled with the game, to store all of the complex backgrounds. Basically, the cart fits into the Saturn's memory slot and prevents potential loading time problems by storing all of the backgrounds in ROM chips, bringing them into the game when necessary. This leaves the CD free to load all the other game info. Now I know what you're thinking: What about the astronomical cost? Well, actually there isn't one. The game is due to cost around 7,800 Yen (around £60) for both the cart and the CD. If you consider that that is only 1,000 Yen (around £8) more than VF2, and 2,000 yen more than the predicted price for N64 carts, it doesn't seem unreasonable.

JAMMY DODGER

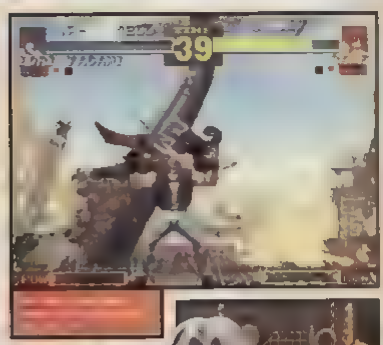
Blocking is a standard tactic for all beat 'em ups, but this game also has a dodge move that can enable you to bypass fireballs without sustaining any damage. By simply pressing Z button, your character will dip into the background for a split second before returning to the foreground to continue with the fight. Timing is essential, because if you dodge too soon, then the fireball will strike when you're unable to block. If timed to perfection, other non-projectile attacks can be avoided but this takes many more precision button presses.

ALWIGHT BOSS

The standard 24 characters are not the only blokes and blokettes who you can control in the game. When you manage to beat all of the other fighters, you move onto the spaceship home of the first boss: The SkyMother. The first boss is Saisyu Kusanagi who is a martial arts character, and the father of Kyo, one of the other fighters in the game. He is immensely powerful for an old bloke, and possess a stunning finish if you get near to beating him. However, if you defeat him in one round, Omega Rugal takes his place, and an even greater foe awaits you. Rumour has it that they are also playable with a cheat, but nothing is confirmed yet...

BLAST FROM THE PAST

The KoF '94 version featured all but three of these characters. Billy Kane, Eiji Kisagari and Iori Yagami are the newcomers who replaced the original American team. Also, the SNK boys have managed to add at least one special move for each character and then some for others. And, as has become a norm for most fighting games, there are super special moves that can be executed when the power meter is full, or if your energy is in the red.



PROJECT
PUBLISHER
INITIATED
RELEASE
FORMAT
SATURN
DEVELOPER

Let's be realistic here. What exactly has Ice Hockey done for our fine nation? It prompted EA to release the superb EA Hockey, and it gives Eamon Holmes a few funny slips on Oddballs when everybody gets into a massive pile-up. Other than that, hockey is not exactly regarded as the greatest of games is it? I mean, anything that Eurosport puts on at one in the morning as a time-filler must be good, eh?

But, as briefly hinted at before, whatever is said about this ice, sticks and pucks runaround, one thing it does make for is an excellent gaming experience. Take EA's NHL Hockey. Probably one of the finest sports games ever to appear on any Sega machine. So it's no real surprise that Virgin have decided to throw their considerable weight into the market with their version of events – namely NHL Powerplay Hockey. With the only other Saturn Ice Hockey sim being the slightly poor NHL All Star Hockey, it doesn't exactly have much to live up to. Which makes this release even more important, as it could well be seen as a benchmark for future games. But what will probably set this apart from other Hockey games will be its level of realism. The player movements and the animation are all top notch, and represent a lot of hard work on the programmers' part. We'll give it the MEAN MACHINES review treatment in a forthcoming issue.

NHL POWERPLAY '96

POSITION OF THE FORTNIGHT

The game features the ability to change the team you have selected to play, until you can have the best players possible Before games, the option to coach the team is available, enabling them to be a little more clued up on any set plays you may wish to execute, and you can also change the complete player roster, bringing in the up-and-coming youngsters and ousting the old grandads of the side. You can also change tactics to accompany your own defensive/attacking style, and decide whether or not to play without a goalie (well, desperate times call for desperate measures!

MORE ANGLES THAN PROTRACTORS

As you should all be expecting by now, the virtual camera views that accompany most of the Saturn sports games nowadays have made the transition to this game, but with an unprecedented effect. The game stays in the view of one camera whilst you are playing and zooms and rotates accordingly. This gives a far greater feel for the action, with the view zooming in when goalmouth scrambles or face-offs are in process, and panning out again during the more general play.

READY TO RUMBLE

Every ice hockey game needs to have a fight sequence of some form or another, and although we d dn't actually find a full-blooded scrap when we played this, what we did find were some really sly and devious tactics that could be used to take out the opposition. If you want to get your own back on your opponents for scoring a goal, then this game lets you do that. By simply skating over to them as they are celebrating and hitting a few buttons, sticks are used to good effect in swiping their legs and socking them round the head. You can also push the player with the puck, off the ball causing them to fly legs akimbo across the ice *a la* Bambi. Excellent.

PROJECT

PUBLISHER

INITIATED

CULTURE | FORMAT

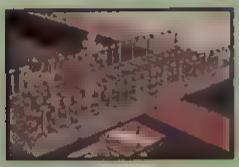
DEVELOPERS

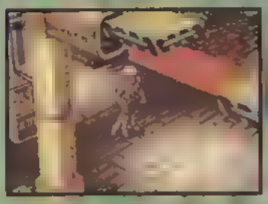
DARK SAVIOR

As 1996 progresses, the attention being paid to Ken Naito's Climax developers and his pet project, Dark Savior, is increasing. Both Sega Japan and Sega UK want this game. In Japan, RPGs are of huge [redacted] importance: games like Riglord Saga and Ryseerth have done as much to win the war against the Playstation as [redacted] conversions. Here, the benefits of having Dark Savior onside are less obvious. But as it's shaping up to be a unique effort — there are no comparable projects for either Saturn or Playstation — and it has a high priority.

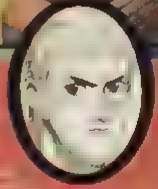
There must be a certain amount of 'chagrin', therefore, with the delays that now seem to have hit the release. They aren't expected to be massive — the game should be out in Japan in June instead of April, but it's one of those games that are hard to wait for. The extra time is being put into design and playability, as most of the graphics are in place. Our instinct is that Climax want the game to be more 'platformey' before its completion. English translation should follow almost immediately.

To make the going easy, Climax have released a demo disc containing a fully-functional level, the scene-setting ship level. This gives a useful insight into game flow and interface as well as ably demonstrating the 'Hyperion' perspective which rotates and scales the game in 3-D.





ANGLE POISE



WHAT'S THE STORY?

GUTS INSTINCT

PREVIEWS

And the new Capcom game is... a beat 'em up! The Japanese software giant is not winning any originality awards, on Saturn at least, but in truth they are just catching up with their arcade back catalogue. When we spoke to Capcom in December and brought you the very first pictures of Darkstalkers, they spoke of their belief in the Saturn owner as a devotee of arcade games (beat 'em ups especially) and their intention to convert the coin-ops of 1995.

And within three [illegible] done with their UK affiliates struggling to keep up with their prolific coin-op output. X-Men, Street Fighter Alpha and now Vampire Hunter arriving [illegible]

Vampire Hunter began life as the Darkstalkers [illegible] The impetus behind the project was Capcom [illegible] wish to create a horror game [illegible] with tools and tricks to empower the character [illegible] selected from some [illegible] Street Fighter and the [illegible] Darkstalkers was [illegible] Vampire Hunter followed. It's essentially a [illegible] version of Darkstalkers with two extra player characters, Donovan and [illegible] boss characters [illegible] as the main characters [illegible] and Phobos a [illegible] more moves and animations. [illegible]

[illegible] Virgin are already [illegible] Street Fighter [illegible] Vampire [illegible]

CHAIN GANG

One of Vampire Hunter's [illegible] is chain hits. These [illegible] sequences [illegible] example, [illegible] by medium punch [illegible] quality for a three-hit chain. [illegible] for these [illegible] multi-hit combos for special attacks and [illegible] are calculated.

HANDMADE

Capcom [illegible] reputation [illegible] produced [illegible] drawn [illegible] artwork [illegible] games. [illegible] pictures [illegible] Vampire [illegible] some of [illegible] the tracing [illegible] figure drawing [illegible] translated into vibrant, high-resolution images.

PIRE
UNTER
BELLS AND

POWERS OF DARKNESS

Vamp... arr... best ... adapt attacks ... Attacks ... three ...

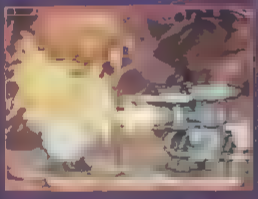
'ES' MOVES

These ... are like ... fireb... punch... player... Capco... wilder... move... there ... of these throws according to whether the player ... in the air; or if certain strengths of either punch ... used. Some ES moves have follow-up ... good examples ... Bishamon's sword attack, where the ... sword in his opponent and the follow-up attack ... him through ...

'SPECIAL ES' MOVES

Most ... of 'ES' ... powered ... whereas ...

blocked. A special ES move is ... kick buttons instead of the usual ...

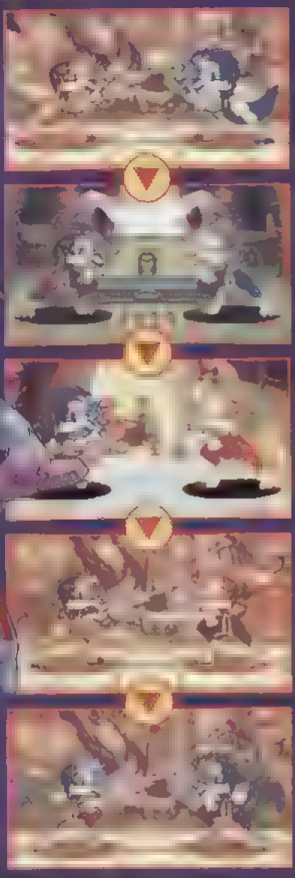


EX MOVES

... ...

MULTI-TONAL

One example of the detail present is the choice of up to [illegible] characters, simply by pressing various joypad button to select the character. All the attacks are also colour coded.



GHOULISH HUMOUR

Ignore the horror theme, the game designers [illegible] wrote [illegible] one-liners, frankly silly, [illegible] of bodily [illegible].

5

ANAKARIS: PHARAOH MAGIC

The sucking inference bit is reasonable, but the falling Sarcophagus that follows is a bit Pythonesque

4

LEI LEI: TON WEIGHT

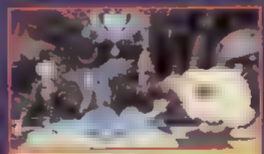
3

DONOVAN: OLYMPIAN STOMP

Vampire Hunter meets Clash of the Titans-type excess when a vast winged flip-flop descends from the heavens to crush your opponent to mush. Sadly no Terry Gilliam-esque falling sound effect.

2

ZABEL: MONSTER DUNK



1

SASQUATCH: THIN ICE

LOADED

BY

GAME TYPE

1

PLAYERS

COMPLETE

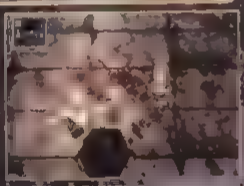
"Y… …ever knew what it's like… …ecade Cooker is Common Knowledge. Unfortunately never played Loaded…

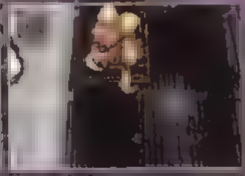
…from Gremlin, the publishers… …Loaded. The Playstation version… …has sold spectacularly well… …the American in particular… …they've still Loaded sold for… …Sony machines. Plus the… …retro-character makes it… …from the current wave of… …intros, pompous… …and… …absence of… …are trying to be… …for the big-boys.

Loaded, the idea, got… …than the… …originally… …Killers For… …by… …Ade Carter. The… …Loaded was… …psychotic characters… …play (the thinking man's… …no less) and a… …splactive utilising 3-D… …The colleges in the… …the idea was mooted for… …joke. Ade explains, "Le… …everyone was trying… …the dirty games… …whereas Loaded… …a game relying…

Now no longer… …Saturn conversion… …will leave… …and suggest… …respect of… …you buy 'Lo…

…Hey.

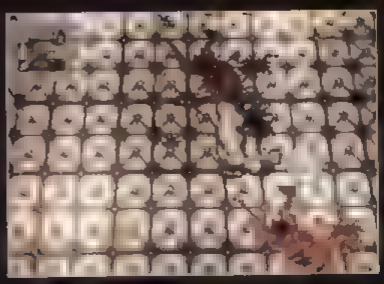




JAIL BAIT

Loaded is a revenger's tragedy in the grand tradition. The player chooses one of a band of mercenaries who have been incarcerated on a grim prison planet. Few might shed tears over a bunch of scary-looking psychotics being banged up, but in this case an even scarier psychotic FUB ('fat ugly boy') has been responsible for setting them up. However, before you can say 'Care in the Community' the lunatics are taking over the asylum.

Presumably someone has smuggled the heavy weaponry on offer into the prison in a box of Pop Tarts, as you are able to commence an immediate killing spree. The multi-level prison is distinctly overmanned, with guards running in all directions, until you begin some 'downsizing'. As well as killing, players must collect keys to open colour-coded secure areas of the maze, which resemble mazes in the early part of the game. Later, as you emerge from the lower levels of the prison, exterior levels with open spaces replace them. Each character has a unique main weapon and smart bomb which can be powered up with additional collectables.



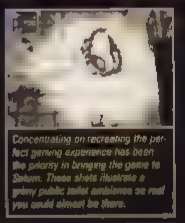
LOADED

SHADOWS AND FOG

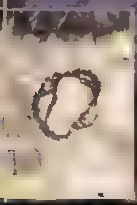
Loaded originally made good use of Playstation custom effects, light-sourcing and translucent fog. The light-sourcing has proved to be no real problem, with the game's excellent atmospheric dappled backdrops recreated perfectly. The static visuals make the game dark and moody, but intermittent effects, like flickering lighting, bring the zones to life. Fogging, a perennial programming problem for the Saturn, has proved more difficult to reproduce. Early attempts created ugly cross-hatchings as poor representations of the game's smoky explosions, but using a finer filter, these are looking much healthier near the final product.

ALL FOR ONE

Gremlin has left one man to battle with the Saturn's dual processors in the bid to bring Loaded to the Saturn. And from the most recent 'build' Richard Evans is doing a sterling job. Indeed, the version we saw was too fast! Richard set about producing an early version using one of the SH2 main processors to run the game before attempting the complex task of dividing the work between the two. In the end, one handles all the graphics while the other calculates game logic. The Playstation origin of the code prevented experimentation with custom hardware like the Saturn's VDP1 chip which is really jolly good for backgrounds.

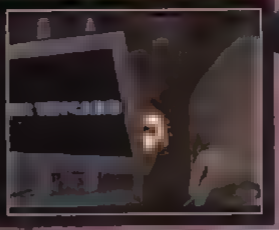


Concentrating on recreating the perfect gaming experience has been the priority in bringing the game to Saturn. These shots illustrate a grimy public toilet ambience so real you could almost be there.



IN YOUR FACE

A game with the nature of Loaded is bound to offend. A flagrant disrespect for sentient life is shown, with buckets of red gore spilled in all directions. The effects are neatly programmed, with permanent blood stains on ceilings and floors to show your handiwork. Some countries have a historical problem with blood, and get around it by insisting on different colours. Japan dictates alien-style green fluid, Germans demand a bizarre black plasma but in good old Blighty, your sprite cadavers will be covered in the appropriate claret. Unless you're using a flamethrower, when they'll come over all crispy duck in hue.



CAUGHT ON CAMERA

Gremlin now have a generic in-house Motion Capture system, one of the biggest in Europe, actually. Motion Capture, as we've detailed before, is a method of recording human or animal movement to use for sprite or polygon animation in games. Gremlin's facilities use clothing marked with reflective baubles which are traced on camera, digitised into frames on a powerful computer. These are converted to vector diagrams which are sent downline to Gremlin's graphic artists. All Loaded's animations, including FMV character sequences, were created in this way, with the game team stepping into the various roles (Vox was played by the receptionist).

EAT MY POP

Loaded boasts music by well-known indie band Pop Will Eat Itself. The two tracks, 'RSVP' and 'Kick to Kill', come from their current album Dos Dedos Mis Amigos. RSVP has already charted in the 'hit parade' making Loaded the only game to feature a commercially released single. The techno tracks suit the game's industrial look perfectly. And defying assumptions of market-led impetus for the project, the band genuinely do like playing the game. Apparently, a demo disc given to them of PSX version was overheated and rendered useless within the space of a weekend-long session.

Let's talk light-sourcing, as this was one area where the Saturn was supposedly lagging behind the Playstation. Gremlin devised a 'plot' system for the original Loaded, demonstrated by the green glow of the security door indicators and more subtle shading of light onto shade. This is a Saturn screenshot of the same effects. No problems, it seems.

DODGY CHARACTERS

The characters for Loaded were developed back in the days of the original SNES project. They can safely be said to be like no other in gaming, with elements likely to offend all right-minded Songs of Praise viewers. Well, after Ade had created bios, a former 2000AD artist (you know, the Judge Dredd comic) stepped in with the stunning artwork shown here. However, a different ex-2000AD bod has already started on character art for Reloaded. The departure of crayon wizard 1 was put down to 'musical differences' (snorts from the entire Gremlin office at this juncture). Crayon wizard 2 has already produced a scary drawing of a psychotic space nun who roams the galaxy collecting for charity in a skull. But console yourself with these for now:

CAP'N GUNS
A space pirate with a fondness for dustbin lids on his head and two-handed gun action.

Who's a big boy then? Mamma's tantrums are something to behold, with his nappy-filling Wobble bomb boom-shake-shaking the room.

VOX
Loaded's non-token female, and every opportunity for sexploitation has been jumped upon. But see that spiral special in action and we cannot dissent — the babe is sex.

BOUNCA
Flying the flag for subtlety, Bounca carries an explosive pair of bazookas around. That's Bazookas in both the General Patten and Dolly Parton sense. You had better be on the guest list.

BUTCH
He's not a cross-dresser, he's bloody livid, darling! Stick a skinhead in an Oscar de la Rente, sling him a pair of slingbacks and a shotgun and tell the bugger to get on with it, sweetie.

FWANK
Beware of the silent F. All the world loves a clown, or at least would claim so with Fwank's firearm thrust into its midriff. In that situation he's everybody's best mate.

JARVIS COCKER EPILOGUE: Signs of that temper from the past in Sheffield. Pals rollerskating above a pub. Barman comes up to complain at 'racket'. Door opens. "Piss off, we're practising our Art" snarls bespectacled troubadour of a generation

INTERNATIONAL SUPERSTAR SOCCER DELUXE

BY KONAMI

GAME TYPE FOOTBALL

RELEASE TBA

PRICE TBA

1-4 PLAYERS

4 MEG

COMPLETE

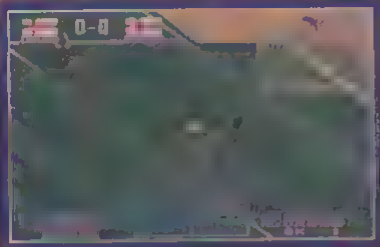
If you've never been to a football match then you don't know what you're missing. You pay to get the opportunity to hurl abuse at 22 grown men, safe in the knowledge that they can't do anything about it (unless one of them is Eric Cantona... Then you have the stone cold piss, blokes who are so fat that they need three seats, the songs, the endless queues for the bogs at half time. Need I go on? Actually if the opinion around our office is anything to go by, then hardly anyone has experienced the excitement of our national game first hand.

This is where ISS Soccer, to give it its more common name, comes in. It has become one of the most popular games on the SNES and received much critical acclaim. So obviously it must be [illegible], Megadrive owners have not had the chance to taste the experience. At Konami towers, however, programming is well underway on a Megadrive version.

The slot[illegible] tion, which [illegible] with the 'Deluxe' version so we won't have to wait for mindless sequels for all the important 'upgrades'. This means that the latest gameplay, and all the stats you can imagine, are all included in one batch for a limited time only, one-off deal etc.

STATTO, STATTO

Whatever you could possibly change in a footie game is possible to alter here. Man to man marking? No worries. Four-two-four formation? Got it covered. Even the level of the bounce of the ball and the skill level of you and your opponents hasn't been left out, with 5 adjustable skill settings: 'I play the Welsh Harp Sunday morning pub team, and it's coming in at about Juventus standards. If you don't like the team colours, they can be changed, or if one player is too skilful, he can quickly be cut down to size.



PENALTY REF!

As well as the tournaments and friendly games, a World Series can be entered into where a total of 36 teams play a series of stages (if you can get far enough, up to 70 games!) that determine series champions. A penalty shoot out option is here, with up to four human players able to take part at one time, and a training mode to get you used to the finer aspects of the game. The Scenario mode puts you in someone else's shoes as you can take over a preset game situation and play on as if you'd never been away.

Caption Caption Caption Caption Caption Caption Caption Caption Caption

WE'RE TALKING REAL HERE

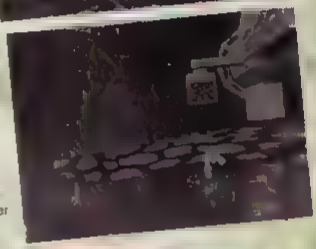
The level of detail used in the game is, quite frankly, [illegible] football. Things like the substitute warming up on the side of the pitch, [illegible] coming [illegible] wonders [illegible] thus far. [illegible] intelligence of the computer-controlled players has been [illegible] offside decision and realistic goalies that aren't as easily fooled [illegible] in previous versions.

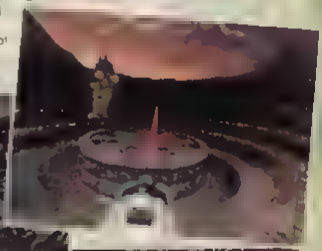
CONGO

Licensed from one of last year's duffer movies, Congo is a Sega of American project that went on the back burner when the film made a monkey out of Universal in the States. Both game and flick are based on a novel by Michael Crichton, the author of Jurassic Park. Set in the titular jungle region of West Africa, a team of scientists are exploring a local myth of a lost city Zinj.

They hope to find a particular form of diamond useful in laser communication technology. Some of them go missing and a fresh team, led by a genetic scientist, find ruins in the jungle. What could have been another thriller with a twist sadly turned out to be a rendition of the clunky gibbon with actors in furry suits attempting to scare the audience. Nevertheless, the film somehow managed to be a commercial success, taking over $100m worldwide.

The game thankfully steers clear of the movie plot, using the setting, the foliage and some of the techno to create a Doom-style explore-and-shoot-'em-up. The game progresses through the dense-forested tracks of the river basin before entering the city environs, then through underground areas to the sacred areas of the monkeys. Along the way you find equipment left by the preceding parties, and also the vital diamonds, which must be collected to keep your company happy.





The game so far, what I've played, looks like a cluttered mess, but to be quite interesting and rather oddball later on. It's also a huge game, with a dozen levels of [illegible] as you progress, also posing puzzles tactical and strategic. Sega UK have, they stress, no plans to release this, with their current packed schedule of AA titles, but we feel its worth investigating if spotted in your local import shop.

Wing pandemonium as the [illegible]-headed snake is about

HARD DAY'S NIGHT

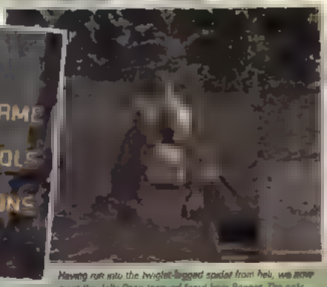
The game is split into 'days', each taking the player between set markers on the landscape. Each day begins with a satellite message passed back to the corp. In the States, and limited objectives, such as they are, are given. The first involves finding the wrecked plane before spider venom (there's loads on the first level) overwhelms you.

Try pulling the legs off that, you smug git. Well it's either that or sticking the whole thing on the Barbi and having an extra bowl of twiglets to munch on.

BURN BABY BURN

In the tradition of Doom clones, you start with a humble pistol, but there are four other weapons to locate, supposedly abandoned by the preceding party. With these, things become much more fun. The shotgun has a fair amount of power, the machine-gun rocks, the missile launcher looks good at least, but the game's real beauty is a secret laser. Slice 'em up and watch 'em fall.

The Star Trek-style laser is the game's hidden treat, but can only be found well into the mission. Once you've located its three components you then have to assemble them to get the gun working. Then, all you have to do is buy a pair of pointy ears and you'll be a bona fide Trekkie.

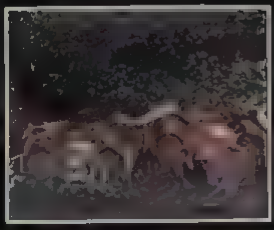


Having run into the twiglet-legged spider from hell, we now meet the Jelly Bean-tongued lizard from Bognor. The only thing to do here is unleash your Cactuary's buttons. Sorry.

These steps lead to your destiny. A bit part in the film as a gorilla's arse. Don't worry, it requires talent.

WATCHING THE WILDLIFE

Naturally, the game has had to expand on monkey predators alone for the sake of variety — an endless diet of ape meat would be dull. Step forward spiders, venom-spitting lizards, evil wooden stakes and, er, deadly Egyptian monoliths. Yes, things do get bizarre, but engagingly so.



At this point Marcus had one of his convenient "pressure burn-outs" during which he complained about not being able to write anything suitable for this caption space. He then proceeded to bugger off down the sandwich shop to scaff his face. He claimed to have come up with something funny on his return, but by that time someone more talented had already filled the space. Gil

No, its not an April Fool. They've actually gone and done it – Virtua Fighter on Game Gear. Sega's second Smeg Game Gear cartridge (after last year's so-so Garfield game) uses the extra capacity to greater effect by presenting a 2-D facsimile of [illegible]one's favourite beat 'em up.

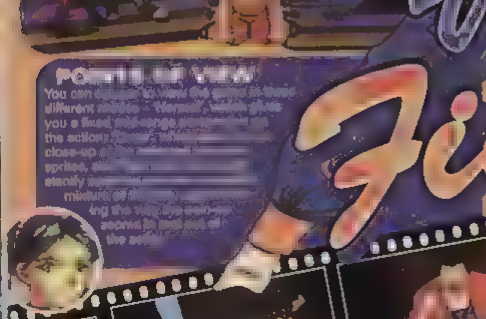
Akira, Jacky, Kage, Sarah, Pai, Wolf, Lau and Dural slug it out against a series of new backdrops which suggest that whoever programmed this was quite hungry at the time – the locations include a Chinese take-away and a steak house. The game, which features cheeky new interpretations of our VF faves, comes with the added bonus of a 'story mode'. The gang are put through all manner of high jinks which include Pai being chased by a street gang called the Crazy Dragons, whose leader wants her as his wife. The glamorous film star is unimpressed, finding him "disgusting and without honour." Meanwhile, Akira interrupts stuffing his face to turn his attentions to the poor girl and everything starts getting a bit fruity. Not one to put up with sexual [illegible]harassment, Pa[illegible]

THE GAME'S THE SAME

Incredibly, Virtua Fighter Animation succeeds in preserving the spirit, and even much of the feel, of the original Fighter [illegible]

POWER OF VEA!

You can [illegible] different [illegible] you a fixed [illegible] the action [illegible] close-up [illegible] sprites, [illegible] sterely [illegible] mixture of [illegible] ing the [illegible] scores in [illegible] the action.



THE MEAN MACHINES SEGA READERS' SURVEY

suits interact with you the reader, in a getting to know you' kinda way. Just so we can access a wider [illegible] demographics. Or something. Anyway you can help us keep Lord Emap happy by filling in this form. We're offering ten free annual subscriptions to MEAN MACHINES as an incentive the winners will [illegible] represents a superb potential return on the investment of a mere few minutes on your part. We're too g[illegible]l to you. Anyway, we kick off with a bit of a tricky one.

1) Are you:

Male ☑ Female ☐

2) How old are you?

14 or under	☑
15	☐
16	☐
17-19	☐
20-24	☐
25-29	☐
30-34	☐
35+	☐

3) Which of the following machines do you currently:

	own:	intend to buy:	have access to:
Sega Megadrive	☑	☐	☐
Sega Game Gear	☐	☐	☐
Sega Saturn	☐	☑	☐
Nintendo SNES	☐	☐	☐
Nintendo Gameboy	☐	☐	☐
Nintendo Ultra 64	☐	☐	☐
IBM PC compatible	☐	☐	☐
Sony Playstation	☐	☐	☐
Neo Geo CD	☐	☐	☐
3DO	☐	☐	☐
Atari Jaguar	☐	☐	☐

Other... Crap...ones

4) How many games do you own?

None	☐
1	☐
2-5	☑
6-10	☐
11-25	☐
26-50	☐
More than 50	☐

5) How many games do you buy?

None	☐
A couple every year	☐
One every three months	☐
One every two months	☐
One per month	☑
Two per month	☐
Three per month	☐
More than four every month	☐

6) How many games do you get given (as presents etc)?

None	☑
A couple every year	☐
One every three months	☐
One every two months	☐
One per month	☐
More than one per month	☐

7) On average, how much do you spend on games/equipment each month?

Nothing	☐
Under £10	☐
£10-£24	☑
£25-£49	☐
£50-£74	☐
£75-£99	☐
Over £100	☐

8) On average, how much time do you spend playing games every week?

Less than one hour	☐
1-2 hours	☐
2-4 hours	☑
4-6 hours	☐
6-8 hours	☐
10-12 hours	☐
More than 12 hours per week	☐

9) How long have you been playing and video games?

A month or less	☐
1-3 months	☐
3-6 months	☐
6-12 months	☐
12-18 months	☐
18 months-2 years	☐
2-3 years	☐
3-4 years	☐
4-6 years	☑
Over 6 years	☐

10) What helps you to decide which games to buy?

	very important:	important:	not important:
A games magazine review	☒	☐	☐
A games magazine preview	☐	☐	☒
Demo disc	☐	☐	☒
Recommendation by friend	☐	☒	☐
Advert in games mag	☐	☐	☒
Advert on TV/poster	☐	☐	☒
Shop demonstration	☒	☐	☐

11) Where do you normally buy your games and equipment?

Dixons	☐
Woolworths	☐
Argos	☐
Comet	☐
Boots	☐
Toys R Us	☐
WH Smith	☐
Our Price	☐
Currys	☐
Future Zone	☐
Electronic Boutique	☐
Game	☐
John Menzies	☐
Blockbuster Video	☒
Mail order	☐
Local shop	☐

Depends

12) Where do you usually buy your video games magazines from?

WH Smith	☐
John Menzies	☐
Martins	☐
Forbuoys	☐
Tesco	☐
Local newsagent	☒
Subscription	☐

13) Was your copy of Mean Machines Sega...

Saved by the newsagent	☒
Delivered by the newsagent	☐
Bought from a shop	☐

14) Who pays for the magazine?

You	☒
Your parents/other relative	☐
A friend	☐

15) How many people apart from yourself will see your copy of MMS?

No-one else	☐
One	☐
Two	☒
Three	☐
Four	☐
Five	☐
More than six	☐

16) How often do you buy MMS?

Every month	☒
Once every two months	☐
Occasionally	☐
Rarely	☐

17) Would you ever buy a game without seeing a review in MMS?

Yes	☒
No	☒

18) Which other magazines do you normally read?

C & VG	☒
GamesMaster	☐
Nintendo Magazine System	☐
Sega Saturn Magazine	☐
Sega Power	☐
Sega Pro	☐
Saturn Plus	☐
Playstation Plus	☐
Maximum	☐

19) What influences your decision to buy a magazine most?

A free gift	☐
What is on the front cover	☒
The price	☐
The contents	☐

20) How long do you spend reading MMS?

1/2 hour	☐
1 hour	☐
1-2 hours	☐
2-3 hours	☒
4-5 hours	☐
Over 5 hours	☐

21) What will you do with this copy of MMS?

Add to collection	☒
Give it to a friend	☐
Throw it away	☐
Keep it for future reference for games	☒

22) What are your favourite types of games?

Favourite: Racing, beat em ups

Like: Plat former

Dislike: Crap ones

23) What peripherals, if any, will you buy over the next year?

?

24) What do you do in your spare time?

	Daily	At least twice per week	Weekly	Monthly	Less than monthly
Play sports	☐	☐	☐	☐	☐
Watch TV	☑	☐	☐	☐	☐
Watch satellite TV	☐	☑	☐	☐	☑
Watch videos	☐	☑	☐	☐	☐
Listen to music	☑	☐	☐	☐	☐
Listen to the radio	☑	☐	☐	☐	☐
Play arcade games	☐	☐	☑	☑	☐
Go to the cinema	☐	☐	☐	☑	☐

25) What is your favourite pop group?

[illegible]

26) What is your favourite television programme?

27) Which of the following do you buy?

CDs	☑
Tapes	☐
Videos	☑
Clothes	☐
Shoes	☐
Trainers	☐
Sweets	☑
Crisps	☐
Soft drinks	☑
Alcohol	☐
Takeaway food	☐
Books	☐
Comics	☐

28) Do you have a bank and/or building society account?

A Bank account

29) Rank the regular features in MEAN MACHINES in order of preference – 1 for your favourite, 7 for your least favourite.

News	3
Out Now	7
Mean Yob	6
Q & A	5
Work In Progress	4
Previews	2
Reviews	1

30) Which of the following free gifts would you most like to see?

Posters	☐
Tips books	☑
Pogs	☐
Badges	☐
Stickers	☐

31) Would you be prepared to pay more for the magazine if a demo disc of Saturn games was included?

Yes, if I had a Saturn

32) Of all the recently published issues, which do you feel has had the best front cover?

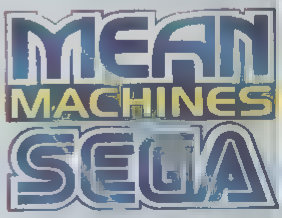
33) And which the worst?

34) How long have you been reading MEAN MACHINES?

This issue only	☐
For 2-6 months	☐
Over six months	☐
Over a year	☑
Over two years	☐

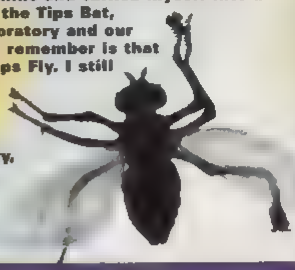
Please photocopy, or cut out these completed pages and send them to

Readers Survey (MMS)
Marketing Department
EMAP Images
Priory Court
30-32 Farringdon Lane
London
EC1R 3AJ



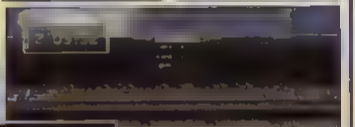
STEVE'S TIPS

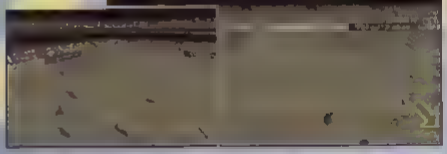
Everyone has seen the film 'The Fly' right? Well, just like that bloke in the film I've climbed into a bizarre machine and turned myself into a giant insect. See, me and my old mate, the Tips Bat, were hanging around in Steve's old laboratory and our curiosity got the better of us – all I can remember is that I have transformed from the Tips Bat into the Tips Fly. I still have an essence of bat in me, however – I can't see in the light, and every time I land, I always want to hang upside down for a while. Anyway, my astounding knowledge of tips has survived, so if you wish to extend my vocabulary, send your cheats to THE TIPS FLY, TIPS LABORATORY, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. As usual, a Saturn game is up for grabs for the best Saturn tip of the month.



SATURN

FIFA '96





SECRET OPTIONS

At last! The cheats you've all been waiting for have finally arrived, and we got them. After much toil and sweat, we finally worked out how to do it. And was it a relief! The amount of people we've had phoning up asking for these is unbelievable, so you can all stop now, and cheat to your hearts content. To access these you have to start the game, pause it and go to the options screen and enter these codes. Then go to the pause menu, highlight Resume Game and press A to bring up the menu.

BBBZAAAZ	Invisible walls
ZABZBB	Curve ball
BAZBBZAB	Crazy ball
ZAZZZZZZZZ	Super power
AAAAAZZZZZ	Super goalie
AAAAAZB	Super offside
ZZZZZBZ	Super defence
AZABAZ	Shoot out
AZBAZB	Stupid team
AAZZBBAA	Dream team

RAYMAN

LIVES AND CONTINUES CHEATS

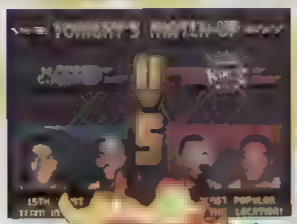
Even though I printed a Rayman cheat a couple of months back it was the unclear, so I [illegible]

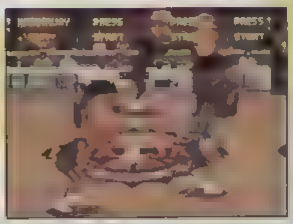
NBA JAM TE

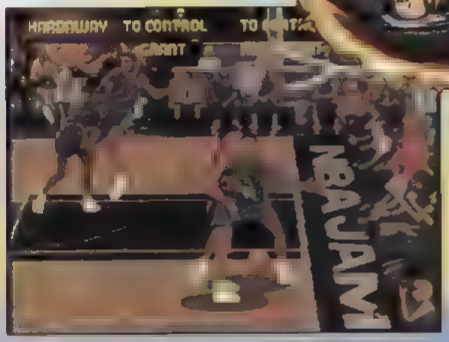
CHEATS

Following on from last month's batch of secret characters, we have now been given access to a few of the multiple cheats that are stashed away in the depths of Jamdom. Of course, we expect that there are a load more, but for the time being, you'll have to make do with these. Enter the codes on the 'Tonight's Match Up' screen.

Gigantic Heads	Press B, A, Y, C repeatedly, in that order
Baby Mode	Press B and Y repeatedly
Giant Body	Hit A and C repeatedly
Power Up Defence	Press Right, Up, Down, Right, Down, Up.
Power Up 3 Pointers	Press Up, Down, Left, Right, Left, Down, Up
Max mum Power	Press Right, Right, Left, Right, C, C, Right
Quick Hands	Press Left, Left, Left, Left, Y, Right







DIGITAL PINBALL

CHEATS

Whether these cheats are of any use is a a mystery to [illegible] actually played the game. So if they don't work you can all go and beat up Brian Lee as from Dublin because he sent them in.

Press the buttons when you get to the 'Press Start' screen.

Credits: C, B, A, A, B, C, Y, Z

Down, Down

Weird Numbers: X, Y, [illegible]

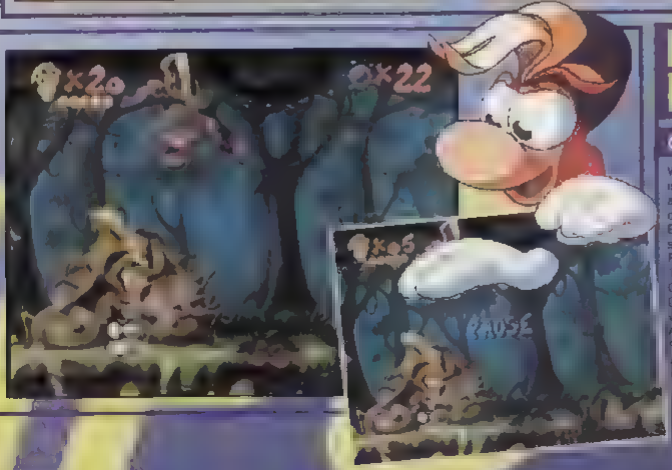
A, Up, Up

Sega Pro version: [illegible]

A, B, B, C, C

Plasma Pro Version: [illegible]

Down, Left, Right, [illegible]



SATURN

SEGA RALLY

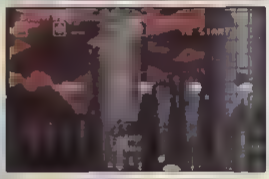
CLEAN SCREEN

Not quite sure if this one works as I didn't have a British copy of the game to test it out on, but here it is anyway. To clear the screen of the lap times, the speedometer and all that get to the 3 Laps/Free Run option in time attack and press L, X, A and C at the same time. This should make the screen go blank if it works.

DARIUS

CHEATS

This fairly amusing shooter was officially released a few months back. In a bid to spice up the game, a couple of cheats have been added. For a new abnormal difficulty setting go to the Game Start and Option screen and hold X. Now press Z, C, L, B, Left, R, L. The new setting should now be available on the option screen. To get nine credits press X, A, L, [illegible], X, C, Z, A, Right, Right. Now start the game and each player will have 9 credits at their disposal.



MEGADRIVE

EARTHWORM JIM

CHEATS

Again we have had loads of people phoning up requesting cheats for this and again we have delivered. Well Richard Cross has. He phoned in with a batch of cheats for this but as we are still waiting for the level select cheat. Anyway here are the cheats. To access them pause the game, and enter the following codes.

To make the pause screen disappear for a short while press A, A, A, A, B, B, B, B.

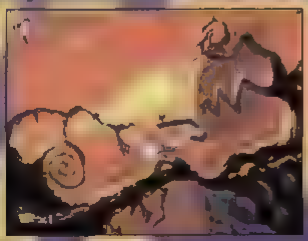
To restock your plasma gun press C, C, C, C, A, A, A, B.

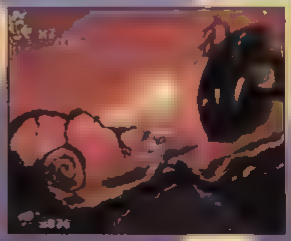
To fill up the Homing Missile press C, C, C, C, A, A, B, A.

To have a full Bubble Gun press C, C, C, C, A, A, B, B.

If you want a full Barn Blast press C, C, C, C, A, A, B, C.

To get full [illegible], whatever it [illegible] press C, A, C, A, C, A, C, A.





SYNDICATE

PASSWORD

Just a quickie this one, as sent in by Peter May from Nuneaton. This code will let you have 36 areas, 18 cyborgs, all mods, all weapons and all of 2 million quid. Fantastic. Here we go.

DCPX9B0000CC101GG0PQ.

TOY STORY

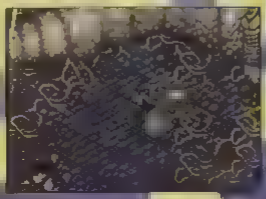
LEVEL SKIP AND INVINCIBILITY

Numerous rounds of applause must go to Andy East from West Yorkshire for being first off the mark with some Toy Story cheats. Not yet available offic ally when he sent them in, but by the t me you read this it should have just made the shops. Anyway, for a level skip cheat, on the title screen enter A, B, Right, A, C, A, Down, A, B, Right, A. The eagle eyed among you may have noticed that th s spells ABRACADABRA. You should hear a little chime when you do this. Now start the game, pause it at any point and then press A. This wi l skip you on a level. For invincibility get to the second stage (you can use the level skip if you so desire) and and col ect 7 stars. Now jump into the toy box, and duck down for 10 seconds, and you should become invincible.

SPOT GOES TO HOLLYWOOD

PASSWORDS

James Garrett (from Woburn Sands (maybe) has sent in a [illegible] of [illegible] top M[illegible] [illegible] covered lovely.



Level 2	HE7ISU[illegible]M
Level 3	ZLHNXL[illegible]
Level 4	PN7IR58R
Level 5	N6U84YP5
Level 6	PJ8W8XOT
Level 7	4[illegible]NK4[illegible]5
Level 8	48P7R6KD
Level 9	OUR5GY5
Level 10	ZHFT4[illegible]
Level [illegible]	M[illegible]JNE[illegible]7[illegible]
Level [illegible]	E[illegible]V43[illegible]MF
Level [illegible]	[illegible]HMRO2K
Level [illegible]	GE74[illegible]

Shining Force

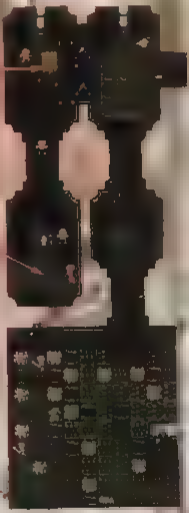
CASTLE

IN THE BEGINNING...

ODEGAN CASTLE

INTRUDER ALERT!

ONTO THE KING



KARRY

This is the woman who turns into Princess Sarah in the bottom of the Ruin Crypt. She also becomes [illegible]

DOOM

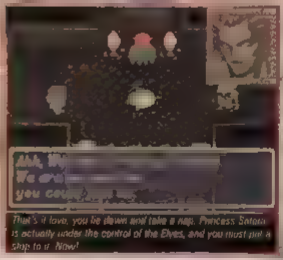
BANBO

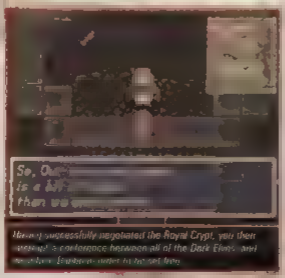
ROYAL CRYPT LEVEL 1

ROYAL CRYPT LEVEL 2

12 The elves are through here.
and push the statue
10 Push these two statues to open all the passages.
11 Go down here, and onto the elves.
5 This chest contains heavy shoes.

PRINCESS SATERA


That's it love, you be down and take a nap. Princess Satera is actually under the control of the Elves, and you must put a stop to it. Now!

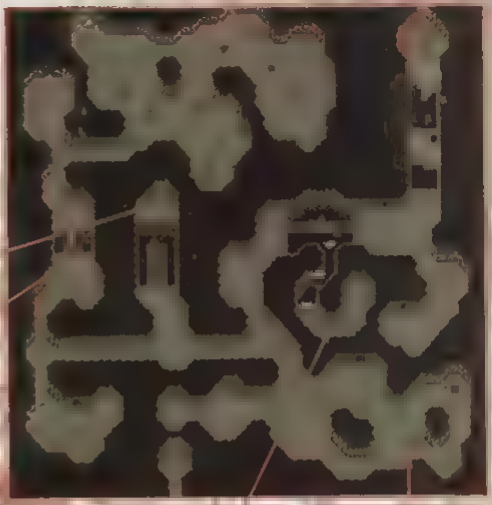


VALE OF GUDO

Once this is over go back to the King, and he'll tell you he is very worried and you must go to the Vale of Guido, which is located in the top right of the map. Getting there is no problem, and shouldn't take any time.

LEVEL 1

LEVEL 2



5. Swing on this block to fall through in the correct place.

1. Make the dash along here, and stomp the end.

8. This part can't be accessed until you have the jump shoes.

6. Once you have the magical boots, go back to use the hedge magical.

This globe will add half an energy orb to your life.

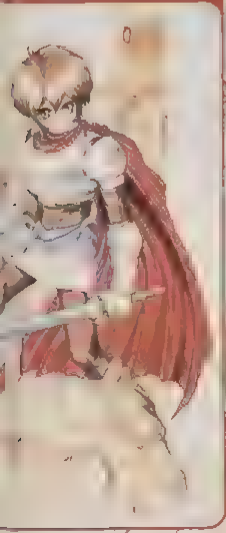
7. Use the glove on these switches to cross.

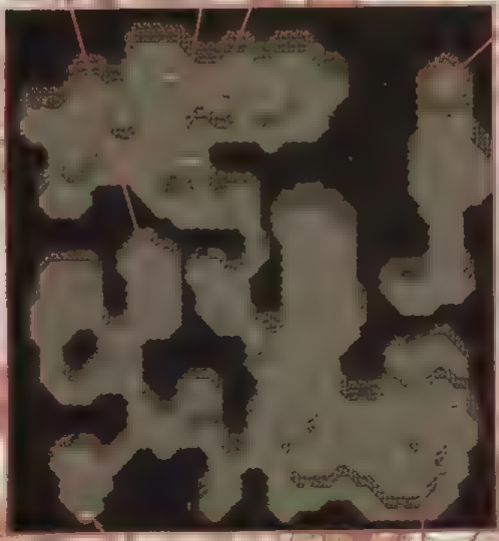
9. This part requires pegasus hat to cross.

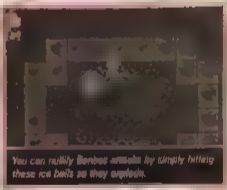
1. Using the heavy shoes, stomp here.

4. The chest contains slide boots.

THE SHINING HERO







You can nullify Bonbee attacks by simply hitting these ice balls so they explode.

Once you get to point [illegible] of Gudo, then you require the magical hands which are located in the Lost Forest. We'll continue the guide from there next month.

2. You'll land here, so go up and through the door.

GT INTERACTIVE

MAY

TBA

RPG

BREAK DOWN

CONTROL JOYPAD

GAME DIFFICULTY HARD

CONTINUE RAM SAVE

SKILL LEVEL

RESPONSIVENESS SLOW

Defcon 5 appears inspired by the Alien movies, but there's a touch of Doom in there too.

Install the defence software. Escape off MRBF-6.

LOCATE SELF DESTRUCT & SWITCH IT OFF

Defcon 5

After the gold-rush excesses of the late 22nd century, when [illegible] space travel led to far-flung stellar mining colonies and attendant conflicts, the planetary resource operations of the 23rd century are ordered, peaceful, profitable. For one sector of the industry this has spelled disaster.

The Tyron Corporation, which set itself up as the frontier defence system against alien attack is being forced to scale down its operation for lack of need. Its outposts are to be automated, and its budget cut. You are charged with effecting these changes on one major outpost, MRP-6F. But shady dealings personify the upper echelons of the Tyron board. An attack on one of the outposts at this time would be just what was required to convince the Earth Federation that more, not less, defence spending is required. But that's not going to happen, is it?

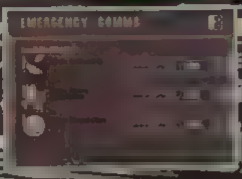
GRAVITY BALLS

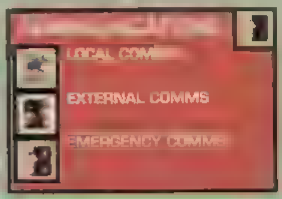
The automation system on MRP-6F is structured on a series of terminals called VOS. These use a graphic interface of spinning golf balls with menus set within menus. Not all functions are open to users without the correct access. There are VOS terminals on most floors, but the one set in the control room at the top of the admin block controls several key functions.

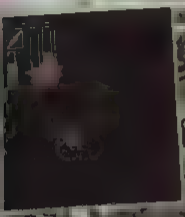
CON

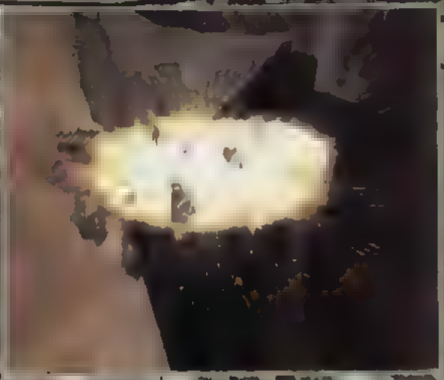
WRECK AND RECCE

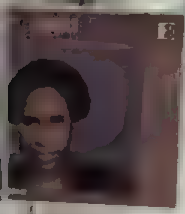
Two priorities for the budding base manager are operating the defence system and recovering items from downed attackers. The base is defended by six laser/missile turrets. These operate automatically, but you can override this and control any turret, either by travelling to it, or using the remote monitor in the control room. After an attack, you commission droids to recover useful items.





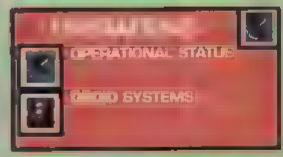


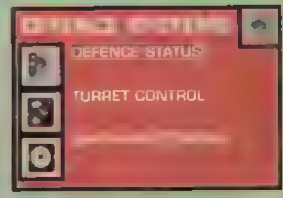




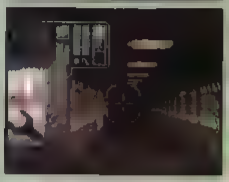
WATCH YOUR BACK

When the base is infiltrated, armoured mechanisms will seek you out tirelessly. These berserkers become more [illegible] and the fights [illegible]. The station maps on the VDS show their location, and the intercom issues warnings. However, firing weapons pollutes the surrounding air, and eventually areas of the base will be sealed off to [illegible]





VIRTUAL REALTY



The MRP-6F base spans a wide area, which needs to be covered for the purposes of completing the mission. The main action is centred in the twin admin/domestic blocks, which cover seven floors. Use the signs and decor to orientate yourself, although it's easy to get hopelessly lost. The peripheral service levels, hangers and turrets are serviced by a fast 'limo' service, with access on the second level of the main blocks.

COMMENT

GUS

[illegible] the 3-D is slow quite poor and moving around some of the narrower areas with [illegible]

COMMENT

MARCUS

GRAPHICS

73

▲ Well devised intro sequence. Effective menu and computer presentation.
▼ The space battles and base interiors are poor.

SOUND

71

▼ No sensory movement makes the base look false and flat.

[illegible]

71

▲ Atmospheric music pops up at the right times.

[illegible]

70

▲ The gameplay makes good use of a voice.
▼ Skipping screen breaks off important messages.

[illegible]

72

▲ Intriguing and different.
▼ Slow, slow and bewildering. Too much.

[illegible]

71

▲ The mission is cunningly structured, and not the obvious.
▼ Defence 5 has a strong frustration factor.

OVERALL

Millennium make a bold stroke with a game that breaks new ground. But don't quite pull it off.

74

SONY COMPUTER

GAME PRO		ULTIMATE		GAMES MASTER		C&VG			
Thunderhawk 2	92%	Actua Soccer	90%	MK3	94%	Zero Divide	91%	Tekken	90%
Rib '96	91%	Ridge Racer		Street Fighter Alpha	90%	Blue World	90%	Rebel	88%
Krazy Ivan	92%	Destruction Derby	91%			Destruction Derby	90%	Destruction	88%
Actua Soccer	90%	Rebel	91%	Actua Soccer	86%	Loaded	90%	Ridge Racer	90%
Total NBA '96	90%	NBA Jam	91%	Total NBA '96	94%	Wipeout	94%	Krazy	78%

PlayStation

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SEGA

MARCH

£44.99

SHOOT 'EM UP

CONTROL: JOYPAD
GAME DIFFICULTY: NAME
CONTINUES: NAME MORE
SKILL LEVELS: 5
RESPONSIVENESS: OKAY

The game has a 'Core feel' to it, and definitely pays tribute to the sentient Atari Battlezone coin-op.

25 different missions with a similar theme: destroy or attack everything in your path!

Yo ma man, how good of you to come. S'like, many moons we've been waiting for your 'Shellshock' to come. So just chill and put on that there Saturn... Right, forget it. We are all, in fact, terribly British here at MEAN MACHINES. Unlike our friends at Core in Derby, we don't take to spraying graffiti on gable ends, wearing dog tags and 'eating twinkies'.

This Americana is really not acceptable in the Farringdon area [illegible]ion where the closest we get to Stateside is a Zinger meal deal. There's also not a lot of call for tanks around here, a though bombs are something we occasionally experience. It was, in that case, more culture- than Shell- shock to come across Core's heavily styled tank battle game. The background to the action are various 'ongoing international situations' which sounds very much like the protracted production history of this very piece of software. But it's ready, and now is the time to, though we loathe to say it, 'Kick Ass'.

IN THE HEAT OF THE NIGHT

Initially mission objectives are simple, but as the missions progress, you are expected to achieve more subtle objectives such as hostage recovery and convoy elimination. Each mission is preceded by a detailed analysis and background report delivered by The Man. This figure is your mysterious Commander-in-Chief who apparently has global crusading instincts aimed at tackling geocide, drugs, territorial disputes etc. Of course in the world of Shellshock this can all be settled satisfactorily from behind the barrel of a gun.

SEEK AND DESTROY

Easy mission. Bosnia scenario with very East European civil architecture. Wander around the town seeking the tank in its

Frenzy of destruction if you can breach the tank defences and the flimsy corrugated iron fence. Lots of bonus crates located in debris of enemy infrastructure.

HOSTAGE RESCUE

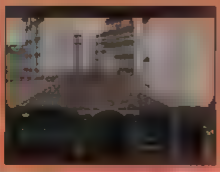
Marsh lands provide particular hazards as tanks is prone to sinking and erratic control. Human shields held in secluded compounds protected by land and sea defences.

A staple of any Core game. [illegible] only a bit knock it out. Made more complex by the heavy tree cover [illegible] Pow!

SHELLSHOCK

I'M GONNA GET YOU SUCKA

Action is viewed from a first-person tank top perspective (not a reference to early 80s fashion attire). Although the tank rotates and moves forward conventionally, it is possible to spin the turret without changing the direction of movement. This technique comes in useful during when enemy tanks are more sophisticated in their actions – areas of interest to the turret are the ... pass and radar. These are particularly ... tant because ... so working out where ... way ... these ... A ... ther ... area is the actual map, which depicts a plan view of the tank with ... objects shown as simple vectors. Designed as a nav device it looks more like an early video game and you can actually play the game here in realtime. Check it out!



HI-TOYS

If you're customising here are the options

Sustain more damage before pulling out

Improve aim and distance with assisted sights

Reduce time between

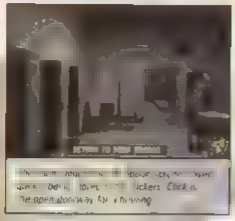
Counter the effect of slide

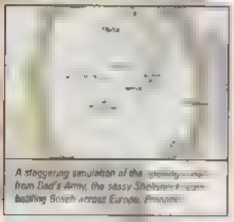
Missile specifically to use at helicopters

Extend the window of

Huge pistol to blow off

To pay for all these goodies, pick up the crates hidden away on most levels





A staggering simulation of the splendidly camp from Dad's Army, the sassy Shellshock's again building Bosch across Europe. Pmoooar!

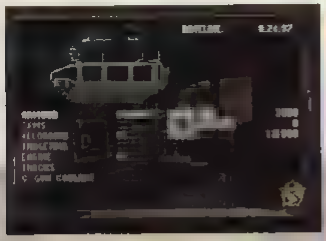
STREET TALK

Odd. That's the best description for the interlude sequences which feature dialogue between other Wardenz. The discussions are irrelevant to the mission's storyline, they're meant to be Tarantino esque [illegible] things about [illegible] much like the [illegible] Royale with [illegible] Pulp Fiction or the [illegible] Reservoir Dogs [illegible]

Immediately accessible and quick to reward, Shellshock is initially quite attractive. The intro (and outro) sequences are impressively marred only by banal dialogue that could wreck a shoot that sometimes can work of a certain Tarantino-wannabe nature but it's an area we sometimes choose to think. Scratch away the admittedly impressive intro veneer and you'll find a relatively unsophisticated game underneath. Swapping to repetitive, very acquired skills being less exalted than grim perseverance in the face of some very diss-related opposition. The [illegible] based-looking graphics similarly let down a concept that could have been a lot more arresting with some more attention lavished on its execution. The most positive thing to say about this is that in general, explosions and missile mayhem on many occasions is very entertaining indeed. However, most times I want to listen to two blokes banging on about how events online are smaller than they need to be I think I'll visit my local [illegible]

[illegible] WITH THE GANG

Shellshock's heavily trailed plot development reminds you of being part of a team (though the other members are never in evidence on the field). Between missions, you can drift around Da Wardenz American base talking to your brothers in arms using their skills as [illegible] tactical advice



For every Cinderella there's an ugly sister, and sadly Thunderhawk 2's equally-impressive sequel attempts to emulate it. The general appear to have done in exactly the same way as their predecessors did. Shellshock is a less involved, more immediate style of gameplay, reminiscent of the old arcade-shoot-'em-up. Maintenance. There's a fair amount of fun to be had just rolling off to search of mayhem. Certain factors tend to frustrate. Enemy tanks tend to sit and wait for you to approach, so creeping along in a laborious fast safe way to plough through enemy strongholds breeds. The turret control is unsatisfactory and changing the controls in the tank doesn't give you another method of opposing the turret direction with the tank direction (only the default mode has this). Tank and turret are often confusingly out of synch. And the graphics, it has to be said, are much poorer than Thunderhawk. The use of a scrolling bit-map terrain produces speed, but the polygons are monochromatically flat tonally and visibly sparse. One thing further, the 'dialogue' sequences fall embarrassingly flat with neither the duty or twilight of a Terminator to integrate them in the action. Ironically, it's not the styling of Shellshock that most upsets — it's a portion of the bare bones gameplay.

SHACK ATTACK

Shellshock's boast is that just about anything can be destroyed in the game. We got TV's. That's a life learn to test that claim and here's what their spokesman Gavin Campbell said: "Yes, indeed, while playing Shellshock we [illegible] blow just about everything to buggery — tanks, bridges, state provided housing. We can't fault here, can we? What Gavin failed to mention was the depth-cued explosions which are some of the most thrilling some ever [illegible] video game.

GRAPHICS
A Nice explosions and some element of recognisable character. Nice styling of the Warden boss.
▼ Too oppressively dark in places.
SONICS
A Fast scrolling.
▼ Previous title screenshot in the interlude screen. Unpolished pop-up of option.
GAMEPLAY
A A lot of time spent on a comprehensive 30-leg soundtrack. Very professional.
LASTING INTEREST
A Excellent explosions and reports add a lot of character to the game.
▼ As usual, samples are overused and become repetitive.
VALUE
A The principle of 'anything goes up' inside the game some exotic destructive appeal.
▼ Simply not as much strategy [illegible] down or [illegible]
OVERALL
A New ideas are incorporated to make the large amount of missions worth ploughing through.
▼ Despite [illegible] you're performing the same tasks.
Our expectations are only partly fulfilled — Shellshock translates rather than revolves.
77

PSYGNOSIS

APRIL

TBA

RACING

CONTROL: JOYPAD

SAVE

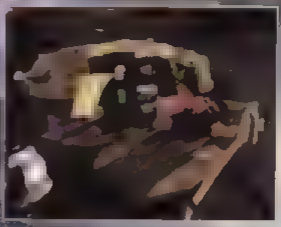
SKILL LEVELS: 3

RESPONSIVENESS: GOOD

Anyone who knows anything about games will recognise the Psygnosis name instantly. A very close conversion is followed.

Be the fastest ever seen in a new speeder system.

Terramax: Venom Class



What profession could be more trustworthy and respectable than Research Science? Time-honoured men in white coats, more suited to waggling test tubes than enjoying social interaction or full blooded pursuits. This would seem to be their conventional infallible. But a wisdom challenged by a supressed Government report at the turn of the millenia details profligacies of scientific Levitation propulsion worth expense had gone into building prototype models, each built to new mode of high-speed The team involved had made significant findings. Government investigated. They were millions of Euros invested ment for the motor car, minds were treating this. In truth, Science had uncovered thing much more interesting

sport

THE RUSH

Wipeout speeders use twin engine/twin Engines are synchronised, but the brak individually for a sharp left or right tur more gentle bank effect can be perfo speed. In competition, speeders ra pads placed on the track. Passing

ced ices o The as been t ch lay- ing at me of s essential ccess.

LEAP OF FAITH

Mas ng essenti ayed as much on the vertical axis as the horizontal. Key to dealing with ing in the air is the pitch of the speed er's nose, controlled by up/down on the pad. The speeder responds to pitch

back will raise the nose, causing short ures of the underside to lower speed. The motion that increases drag and dis tance in the air. A secondary disadvantage of pitching the nose exaggerated dips/rises in the elevation of the track. In the former, lowering the nose will improve speed on the track. In the latter, pulling the nose up will avoid ng along the track, speed. It's a painless

THE ROAD NOT TAKEN

1. ULTIMA 7 DANGER LEAP

The game's first jump, letting you experience the dynamics of [illegible] racing, but as the track [illegible] underneath there is virtually no risk (unless you foolishly choose to use a speed up as you [illegible] and have a close encounter with the cliff face). The trick is to [illegible] the nose forward as soon as you leave the upper level.

2. ULTIMA [illegible]

[illegible] slopes and steeply [illegible] momentum. It's clearly marked with warning stripes prior to these is the best point to raise the nose for that effect. Later rises in the game come before crucial jumps and are less easily identified.

3. TERRAMAX BRIDGE JUMP

The second leap on the Terramax course and the most important element of the track. Preparation from the jump [illegible] passes from raising the nose on the final approach to avoid speed loss, and maintaining it for the first portion of the jump for distance. The crucial change point comes when pushing the nose forward to reinstate speed as soon as possible.

4. ARRIDOS HOME LEAP

Arridos features one of the most exhilirating and useful jumps in the whole game. Set on the very final turn, an artificial ramping raises the track high above the level on the other side. There is little danger of losing the speeder in the stream, and every opportunity to gain a huge advantage by using a speed-up at this specific point, which will catapult you well over the line.

GR

m ope
domise
symbols
pley. Passing
eary to attain
weapons have a sin-
be replenished.
carried at any
ese weapons in the
victims of the player, he/she will be warned

WEAPONS

ROCKET:
Standard offensive device. When fired, a rocket will continue in a straight line until impact with a vehicle or wall (aim must be aimed). The effect on vehicles is loss of speed and disruption of trajectory.

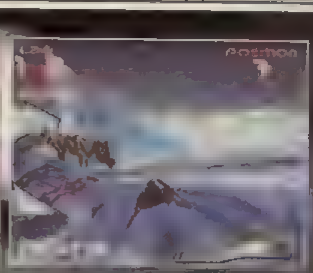
MISSILE:
Advanced rocket design. Missiles have on board targetting and will seek out opponents in front of the player craft. To be effective missiles must be locked on before launch (denoted by a small tracking rhomboid or heads up). Effect is similar, though pronounced, so rocket.

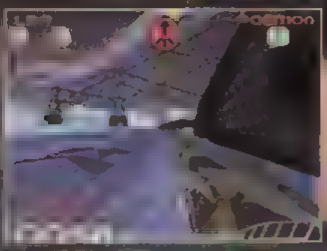
SHOCKWAVE:
Weapon for missile, but different effect. Shockwave has similar tracking devices as missile or lock on, but has a primary disruptive effect on targets, by interrupting systems. It induces a characteristic 'bouncing' effect. Shockwaves are tactical weapons employed in areas where handling is paramount.

MINES:
The only system protect speeder rear. A fired, a stream of primed mines is ejected from the back of the speeder. Contact with these results in an explosion, speed loss and disruption. The trail nature of mines allows spreading tactics at narrow points in the course.

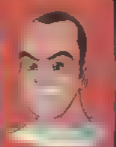
SHIELD:
The speeder's multi-purpose defensive measure. Shields will protect with an electromagnetic aura for some seconds. They have no effect on performance, although not weapons may be used through a shield.

SPEED UP:
Potent, short burst of power doubles velocity almost instantly, though return to normal velocity is almost as rapid. The effect is useful for crossing chasms, escaping pursuers and overtaking, but the extra demands on control require careful and considered use.





COMMENT



GUS

COMMENT

JONNY

DRIVETIME

- Strangely, tracks which are so convincingly good as racing environments you almost take them for granted.
- The essential issues are twofold: fast and fluid update, and the presence of a believable vehicle captured expertly.
- One of Wipeout's strongest suits – an array of supposed tracks that are the spirit of the game. Why pundits would have liked these 'tracks' tracks.
- The sound is always varied. Whose of the effects or speech play an effective a role on the music.
- However strange the control feels at first, you know you are into something unique and intriguing. An innovative experience.
- Wipeout's complex control and challenging courses leave room for constant improvement. Many access to all but one track. Bad move.

Perpetual motion. Constant improvement. Wipeout is the Saturn's new driving force.

91

BY CODEMASTERS

RELEASE: TBA

PRICE: TBA

GAME TYPE: CRICKET

PLAYERS: 1-4

MEG: 16

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

BREAK DOWN

OPTIONS

CONTROL

GAME

HARD

SAVE GAME

SKILL LEVELS

RESPONSIVENESS

ORIGIN

The original Brian Lara Cricket was one of the best-selling Megadrive games last year. A sequel was inevitable.

GAME AIM

Run up a pitch, throw a ball at three sticks, then wait ten minutes before you do it all again.

BEAT THIS

Even if you say you hate cricket, there is one piece of cricket commentary that you should have heard by now. It's even pretty funny. Lets just recreate it for you. It's an idyllic county cricket scene, picturesque countryside alive with the cheerful chirps of birds in trees. The Persil-white uniforms of the umpires mingle with the families scattered around the stadium, straining for any sort of view. Then the bowler runs up to the wicket, and we hear a classic line of commentary: "The bowlers Holding, the batsmen's Willey." Fnurg!

Fantastic. Multiple chuckles all round. The only thing worth watching cricket for in our humble opinion. However since the arrival of Brian Lara Cricket, there has been another good reason to partake in the otherwise dull bat and ball sport. Thanks to Codemasters one of the most boring games on Earth became the third-best-selling Megadrive game of last year. And now they've returned to dash any hopes of anybody ever stealing their crown. Brian Lara returns to iron out all of the problems, and add a ton more to make this the definitive cricket sim. Even though it remains, in fact, the only one.

BOWL A GOOGLY

The game features all the 18 County Cricket teams, with a complete set of statistics for each of them which include all of the '95 season results. It also has a version of the recent Cricket World Cup, complete with all the teams who participated available for selection. With [illegible] you can pick any of the 15 or so players from the squad, and change the order in which they bat and field. If you are also having a bit of trouble getting to grips with the game then there is a practice feature that takes you down to the warm up nets, and lets you tackle any form of bowling until you become as good as Brian.

YOUR HISTORY

Feeling a bit nostalgic are we? Well then let this game take you back in time to some of the most memorable (if there is such a thing) cricket matches that have graced the batting strips across the globe. If you fancy taking the role of 'Beefy' Botham in his awesome innings that single handedly rescued the England team from the brink of defeat, then you can. Or if the chance of completing the record-breaking 501 from Mr Lara himself is your idea of fun, then guess what? This game will let you. Other Historic games include Lara's other record stand of 375 for the West Indies against England and the Nat West Trophy Final from 1993.

Brian Lara Cricket

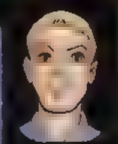
BOYCOTT STYLE

At the start of any cricket match on the BBC, you always get Jeffrey Boycott and his half-moving mouth giving a pointless description of how the pitch is going to lead up and how it will affect the bowlers swerve, swing and spin. Even though 'Boycs' isn't in this version, the same pitch data is. And it makes a difference to your bowling. The harder and drier the pitch, the more pace and bounce you'll get with the faster bowlers, and the spinners and swingers get a lot more turn. Likewise when you meet a damper pitch, the movement of all the bowlers is dramatically reduced

COMMENT

MARCUS

COMMENT



STEVE

GRAPHICS 80

ANIMATION 87

MUSIC 90

EFFECTS 88

PLAYABILITY 90

LASTABILITY 91

OVERALL 90

CAPCOM

APRIL

£44.99

BEAT 'EM UP

CONTROL: JOYPAD

GAME DIFFICULTY: Adjustable

CONTINUES: Number

SMALL LOAD: 8

RESPONSIVENESS: BRILLIANT!

This game is actually set after Street Fighter 1, but before SF2, hence some of the older characters make a return.

First knead the dough into the shape of a mitt. Well, if you don't know what to do now, then you probably have little more cooking to do.

Pay attention readers. I am flat. Flat like Keats, your new history teacher who is lying over from the your Welsh equivalent Archway for today's lesson - and I will I melt all of your enemies bombs by breathing on them, but I will also tell you how life on earth began. First there was ape, then there was the ape-like form on the planet to have developed the ability to walk in an upright fashion. Then came women. The only living form on the planet who would accept marriage proposals from man. Then, in a blaze of light above the [illegible] game.

This gaming phenomena has quite rightly gone down in history as the most popular beat 'em up game EVER. In fact, it has only been equalled by its numerous sequels.

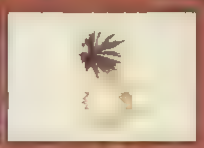
Which makes the fact that this game's release remained all but hardly any publicity all the more surprising. And if you turn to page 666 in your Cobblers text book, you'll see the 11th commandment, which reads: "Thou shalt not ignore Street Fighter Alpha." And so it is. Be a lesson to you all. Street Fighter is awesome. But now, in the Cobblers revised history book, pages 1,345 onwards, you'll see a new chapter dedicated to the last years of Street Fighter Alpha. If this little beauty receives the publicity it deserves, then prepare to be brainwashed. That concludes my lesson, so for homework play the game, and let Capcom give you a lesson in 2-D fighting games. It'll be one you won't [illegible]

Knock out Guy and Sodom doing their Jarvis Cocker Jackson impressions over there. Due to the explicit actions, we are unable to show actual footage.

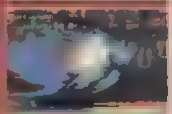
COUNTER TEN

In a bid to stop the [illegible] bringing toge[illegible] Alpha Co[illegible] have added a new ra[illegible] tes from VF2, break[illegible] advantage. Each of [illegible] the joypad (i.e. bloc[illegible] rotate from Back to [illegible] The downside to th[illegible] situations.

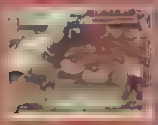
SUPER! SUPER! SUPER!



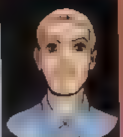
THE HIDDEN: PART 3



NO, IT CAN'T BE. ALREADY?



COMMENT



STEVE

Wow. Awesome. Mum, a new pair of pants for me if you please. What a fantastic game. There isn't much around at the moment that I can say that about and mean it 100%. The Saturn has already been spoilt by X-Men, and now this has arrived it is surely secure for a long time to come.

If X-Men was pure bash-at-the-buttons type action, then this is pure gameplay. It's one of the few games that I want to keep practising at so I can improve my combo tactics, learn opponents' moves and their weaknesses. I don't know how to stress this enough, but even if you are tired of Streetfighter in general, as I was before this came in, ignore your first impressions and go straight for the jugular. This will hook you in every way. The whole game engine has a new feel to it, with enough differences from the other versions to mean everyone will be pleased – the graphics and moves are redefined, and the level bar now has 3 stages for extra power, and three chances for special moves. If I had to find fault with this, then it would have to be that it took too long to get an official release, but hey, we can't have everything!

GET DOWN AND GIMME TEN!

which is perfect for learning the combos and moves for

COMMENT

MARCUS

The reason this game's release was so low key is simple – people are tired of the never-ending Streetfighter saga and are looking elsewhere for their beat 'em up thrills. I'm not a particular fan of 2-D beat 'em ups, and while I recognise that this is a fine game which represents a pinnacle in the Streetfighter series, I still found it much less hospitable, less inventive and a great deal less charismatic than X-Men. I actually regarded X-Men's 'bash-at-the-buttons' style as a genuine virtue, and have little interest in spending long hours twisting my fingers into new contortions to learn new special moves. Steve and I are at loggerheads over this one. Streetfighter addicts will doubtless feel born again after playing this. I concede that it's an engaging spin on well-worn theme, but feel it belongs in a rut I've long since lost interest in.

93
A The only graphical fault on the game style perhaps. The game is also presented extremely well.
91
A Every frame that is in the arcade version is also in this. Is that a job well done or what?
91
A There are some rendered original bosses and some new ones to leave your ears.
92
A 'Hold-On-Sixes', or whatever he says, and all the fabled speech has been included.
95
A How can you put this down? So much to improve on and you always want to beat anyone who is 'better' than you.
94
A It is rock hard on the hardest skill levels and then the challenge is there to master each of the characters.
OVERALL
A fantastic game that is worthy of everyone's attention. The beat 'em up king has returned to regain his throne.
94

VIRGIN

OUT NOW

£44.99

GOLF

CONTROL JOYPAD

GAME DIFFICULTY CHALLENGING

CONTINUES NONE

SKILL LEVELS 1

RESPONSIVENESS OK

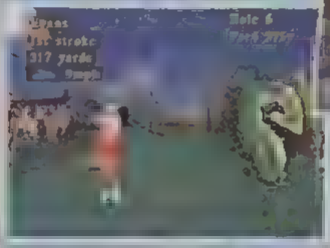
It's golf, Jim, but not as we know it.

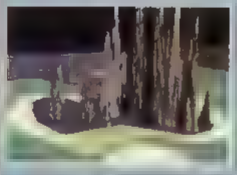
and the laws of physics, are turned on their heads by this sophisticated version of crazy golf.

4 UNDER PAR

Last month we took you to Hell and back. Well, the Devil's Open tournament in our preview of Valora Valley Golf, to be precise. Vic Tokai's fantasy golf runaround is being released in the UK by Virgin, and looks set to [illegible] with more traditional golf titles, none of which have yet to receive an unqualified thumbs up.

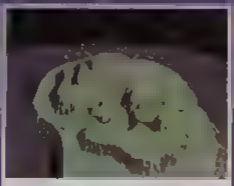
So what makes Valora Valley so different? Well, not the game engine for a start – it's all highly reminiscent of Sega's seminal Pebble Beach Golf. That's where the similarities with traditional golf games end, however – Valora Valley is a bonkers twist on possibly the most boring leisure pursuit ever devised. Whereas golf is usually a leisurely stroll through gently rolling courses of immaculately tendered grass, Valora Valley is more like a thinly turfed assault course punctuated by the occasional lava pit and towering peninsula. Golf is stretched beyond all recognition as you are forced to negotiate your way through holes that play like pinball tables. At the Devil's Open, the last one back to the clubhouse gets treated to a ve





THE HOLE STORY

None of the holes in The Devil's Open are what you'd call conventional, but some of [illegible] these challenges and more



Knock your ball past the rabbit statue and up this bizarre 'wedding cake' arrangement.

The hardest hole on the course... knock the ball around this cliff face and up on to the summit.

Go island hopping here, knocking ball over the water and deadly lava lakes.

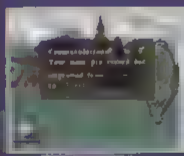
CLUB CLASS

If things get trolly, help is at hand in the shape of four 'special moves'. When the option to select some or all of these moves appears alongside your swing bar, halt your upward swing at precisely the top of the bar for the chance to select the move of your choice by stopping your swing alongside it on the way down.

The fire option turns your ball into a blazing comet leaving a trail of fire over the course

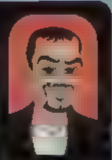
A truly bizarre option cyclone sends your ball burrowing under the ground in search of its destination

Psychonauts to be used with caution - your ball becomes an unstoppable wobbly wonder and can easily fly clean off the course altogether.



Wherever you activate warp it will teleport your ball onto the green, alongside the hole. This is by far the most useful option

COMMENT



MARCUS

Until this came along there was nothing that could tear me away from my favourite console golf – last year's PGA on the Megadrive. After the disappointment of World Cup Golf and the rather tatty-looking Virtual Golf, it was a relief to discover the slick-looking, and slick-playing, Valora Valley. The refreshing thing about this is that it can be enjoyed as straight golf or, by selecting the 'special moves' options, can have its fantasy elements exploited to the full. Tackled at either level this has all the playability and features you want from the game, combined with an uncommonly imaginative input into the design of the more outlandish holes. It's not all perfect, however – the caddies are condescending and three of the holes are simply annoying rather than challenging. Overall, this isn't radical enough to sway anyone with no interest in playing Saturn golf, but anyone else would be well advised to put this one top of the list.

COMMENT

GUS

T&E Soft (the developers) have got their money's worth out of a game engine that was first Pebble Beach Golf and now this. Owners of Pebble Beach, which I liked, will see lots of similarity in look, design and play mechanics. If that doesn't put you off, then you should be impressed by the greater challenge and variety that a course as bizarre as Valora Valley offers. The imagination of the course designers has run riot, making this much more interesting than your average round.

95

▲Detailed and realistic, lending a real sense of scale to the course.
▼Water looks a little disappointing.

70

▲Players' swings and [illegible] are smooth and detailed.

75

▲Introductory diction that makes sense pass into the proceedings.

75

▲Little to speak of, but the 'fire', 'psycho' and 'cyclone' effects are quite entertaining.

86

▲[illegible] adds a dimension to the more traditional aspects of the game.
▼The 2nd, 5th and 15th holes are just too frustrating.

83

▲[illegible] between the holes, and the routes and methods you can use to reach them, to maximise [illegible]

OVERALL

The Saturn's finest, and most imaginative, golf game yet.

84

ALONE IN THE DARK

INFOGRAMES

BUT NOW (IMPORT)

IMPORT (USA)

ADVENTURE

CONTROL: JOYPAD
GAME DIFFICULTY: TOUGH
CONTINUES: SAVED GAME
SKILL LEVELS: 5
RESPONSIVENESS: AWKWARD

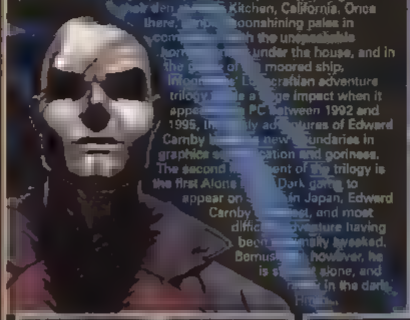
Originally a PC game written in 1993 – the first sequel to the groundbreaking Alone in the Dark.

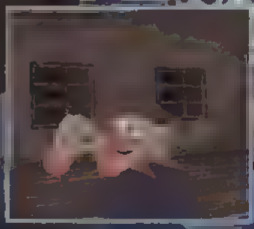
Private detective Edward Carnby investigates the kidnapping of a small girl, braving pirates, voodoo and the undead on the way.

DISCOVER GRACE

The year is 1734. Pirate One Eyed Jack and his men have gained immortality by entering into a sinister pact with voodoo priestess Elizabeth Jarret – in return for their gift the men must sacrifice a child on Christmas Day every 100 years. Two hundred years later the past is due for renewal, and eight year-old Grace Saunders' [illegible]...

Private investigator Edward Carnby has been contacted by his friend Striker, who has since disappeared investigating the kidnapping of Grace. Carnby follows in his trail, tracing the pirates to a bootleg liquor operation they are operating from their den [illegible] Kitchen, California. Once there, [illegible] moonshining sales in [illegible] with the unspeakable [illegible] under the house, and in the [illegible] moored ship, Infogrames' Lovecraftian adventure trilogy [illegible] a huge impact when it appeared on PC between 1992 and 1995, [illegible] adventures of Edward Carnby [illegible] new boundaries in graphics [illegible] and goriness. The second [illegible] of the trilogy is the first Alone [illegible] Dark going to appear on [illegible] in Japan. Edward Carnby [illegible], and most difficult [illegible] having become [illegible] tweaked. Bemused [illegible] however, he is [illegible] alone, and [illegible] in the dark. Pirates...





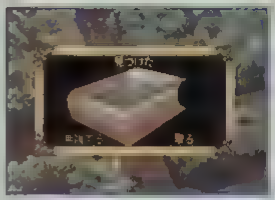
GRACE'S FAVOUR

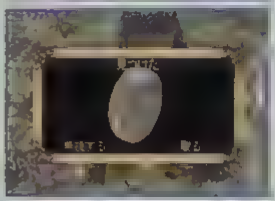
You play most of the game looking down, or along, at yourself in the form of Edward Carnby. As you wander around the various locations, camera angles change to present a cinematic feel to the proceedings. Once you've escaped from the house, you'll inevitably find yourself kidnapped by the pirates. At this point, you instead play as the little girl Grace. Unarmed and practically defenceless, you must find ingenious ways to use the diminutive girl's size to defeat the pirates and help free Edward.

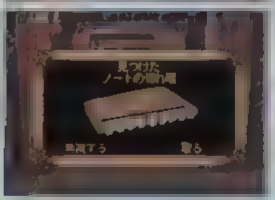
IE IN THE DARK 2

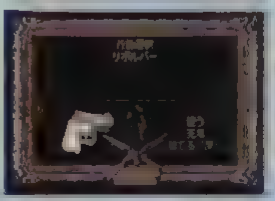
IN THE BAG

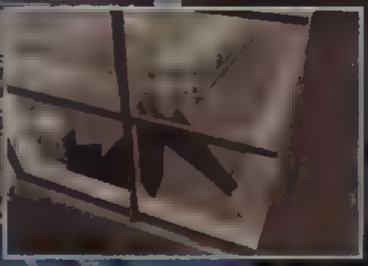
It's generally a good idea to pick up anything you discover on your travels, whether it's just lying around or discarded by one of your victims. Guns and ammunition have obvious uses - other objects may only take on significance later in the game. Hip flasks contain useful sustenance which you can gulp down with an amusing noise and green books are worth reading (if your Japanese is up to scratch) to gain useful clues that test your powers of lateral thinking. You'll be some way into the game before your swag sack will become so crammed that you're forced to discard anything.





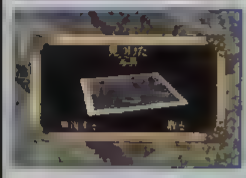






ALONE AGAIN OR...

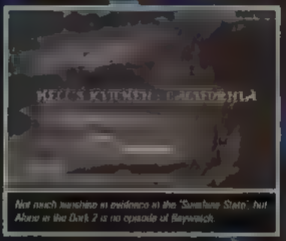
The first Alone in the Dark game concentrated on Edward Carnby's efforts to escape a haunted house by making his way from the attic, down through various rooms and eventually swimming an underground canal in the cellar. Needless to say, all manner of spooks and menaces stood in his way of the kicking and scratching private dick. Alone in the Dark 2 saw Carnby add a vicious head-butt to his repertoire of aggressive moves, the game also refining his rather awkward gait and kicking motion. Alone in the Dark 3 was perhaps the most coolly received of the three widely criticised for being too small and too easy. This bizarre Wild West adventure saw a very definite end to the Carnby saga – Infogrames apparently want to go back and refine the existing games before considering resurrecting the private eye for further instalments.



CONNECT FOUR

Acquired objects can be drunk, modified read or, in the case of this photograph, used to establish an objective. The tomb seen in the picture is actually your way into the house. Once located in the maze it can be accessed by attaching the rope to the grappling hook and throwing it over a particular statue. Connecting clues and discovered objects in this way is essential to succesful completion of the game.

What's so good about A-Vision games is actually with a plot which is integrated into the action. The more you study the game's documents the more they reveal.

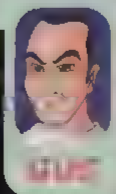


Not much sunshine in evidence in the "Sunshine State", but Alone in the Dark 2 is no episode of Baywatch.

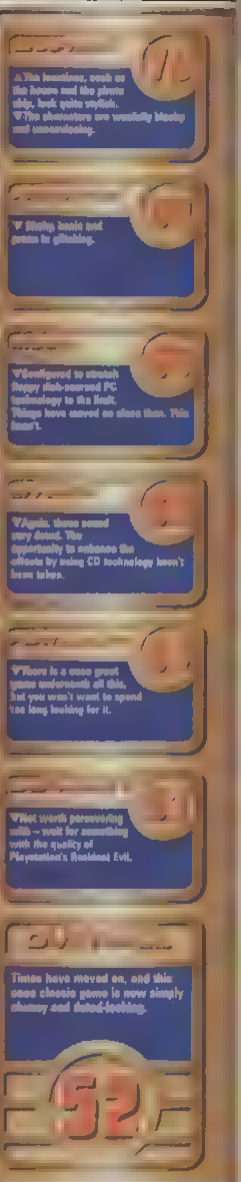
COMMENT

Having had such fond memories of playing and completing the first two Alone in the Dark games on PC many moons ago, it's difficult to express how disappointed I was playing Alone in the Dark 2 on Saturn. Yes, I felt let down by the basic polygon graphics, the awkward controls and the unfairly stacked odds, but in all fairness the game is practically identical to the one that first impressed me on PC. And that's the problem. Presentation and expectation of games have changed so much since then, and Alone in the Dark 2 has stood still. Aside from some extra detail on the characters' faces and clothes, and a timey drum machine-style accompaniment to the soundtrack, this is unchanged from the PC version. All the original's faults are present – bizarre camera angles obscure important action and the game frustrates in all the wrong places. This is compounded, however, by some noticeable slow down in CD accessing when new characters or locations are loaded up. The opportunity to enhance, or even update, a once intriguing game has been missed.

COMMENT



Alone in the Dark has an impressively structured plot. Years after the original release on PC, it's still possible to see how ambitious a game design it is. But Alone 2 suffers at the hand of Father Time, and also for some lamentable aspects of presentation. The disc access is unacceptably intrusive when it freezes the action, and the character control is often bloody frustrating. Also, wait for the English language version.


▲ The locations, such as the house and the pirate ship, look quite stylish.
▼ The characters are woefully blocky and unconvincing.
▼ Sticky, basic and prone to glitching.
▼ Designed to stretch floppy disk-starved PC technology to the limit. Things have moved on since then. This hasn't.
▼ Again, these sound very dated. The opportunity to enhance the effects by using CD technology hasn't been taken.
▼ There is a once great game underneath all this. But you won't want to spend the long looking for it.
▼ Not worth persevering with – wait for something with the quality of Playstation's Resident Evil.
Times have moved on, and this once classic game is now simply clumsy and dated-looking.
52

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SEGA

NOW

IMPORT (£75)

SHOOT 'EM UP

1-2

CONTROL
JOYPAD

GAME
DIFFICULTY
AVERAGE

CONTINUES
INFINITE

SKILL LEVELS
5

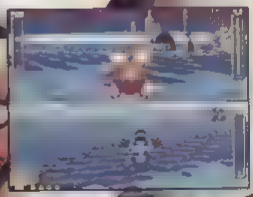
It's from Japan, and it's got cute characters and it's a driving/shooting type affair.

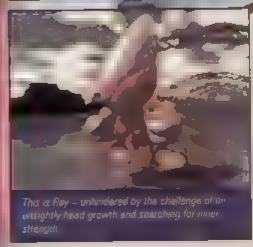
Erm, this is kinda like Mario Kart but with guns. And special moves. Basically, you have to chase and destroy your opponent.

Win 2 Saturns

GEBOCO

This game has been plastered all over the Japanese Saturn magazines recently. For the benefit of those that haven't seen any of those mags (what, you mean you can't read Japanese?) this is their basic format – loads of pages, most of which are adverts, loads of games involving young Japanese girls taking their clothes off (we kid you not), RPGs and weird games. These mainly star thunderingly cute characters with no noses and eyes that are almost as big as their heads. Although this game doesn't quite fit into the latter category, it possesses all the necessary cuteness to qualify it for saturation coverage in the Japanese game press. Your object is to trundle round an arena and locate your opponent, before letting rip with a few special attacks and blowing them up. Of course, this being a cutesy type of game, you don't see any limbs or internal organs being splashed all over the place. Which is a bit unfortunate really. Anyway, this is also the Saturn's first link-up game, which basically means that if you and a mate have two Saturns, a link up cable and two copies of the game, you can both play on seperate televisions. So it all sounds pretty good then, eh? Well...





This is Fay – unhindered by the challenge of an unsightly head growth and searching for inner strength.

VIRTUA MARIO KART?

VIRTUA DEBOCKERS

COMMENT

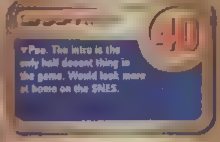
STEVE

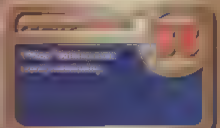
This is the biggest turd I've had the misfortune to play in recent months. It's meant to be a light-hearted shooting type game, geared more towards the multi-player crowd than anything else, but it fails on all the above counts and more besides... but for now, the graphics look like they have been ported straight from the SNES Mario Kart. The playability is next to non existant so how anyone can even consider purchasing this is beyond me. The sound is pants and the animation is practically nonexistant. All I can say is that this was a big fuss over nothing in Japan and won't do well at all here. If any you have any sense at all you'll leave it on the shelf to gather dust. Absolute rubbish.

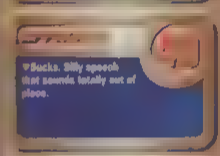
COMMENT

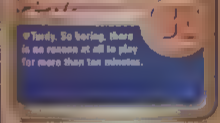
OK, the Saturn's first fight-up game is a real disappointment, but let me counterbalance Steve's point of view with some positive aspects: the special moves are easy to execute, and fairly spectacular; this is one game where the personality of the players really comes through in the way their characters behave on screen (much like Virtua Fighter, and that's where the similarities end); and gameplay was got quite frantic and tense. Unfortunately, the game's limitations in scenario and characters (all pretty flat and samey) crush any real strategies you may want to develop over the course of your games. This might have been worth some attention as a budget title, but I couldn't honestly recommend shelling out serious money for what remains a bizarre novelty game with a strictly limited lifespan.

HOWDY SHERIFF!









BMG

JUNE

£44.99

PLATFORM

1 PLAYER

JOYPAD

GAME DIFFICULTY

CONTINUES

SKILL LEVELS 1

RESPONSIVENESS OK

One of the first games to appear on the 3DO, this received mixed reviews when released. Has now arrived on Saturn, via Crystal Dynamics.

Free yourself from the television set you have been sucked into by a mad insect inventor!

COMPLETE TOON WORLD

GEX

Hands up all those that have been to Spain on their holidays? Hmmm, most of you by the looks of it. Now hands up all those that saw a tiny lizard as they came out of their chalets/apartments/villas? Ahhh, just as many still. Finally, extend your arms if you tried to pick the little buggers up, only to find their tails fell off? All of you. I thought as much.

Yes it is a somewhat sad fact that these poor little reptiles can detach themselves from their waggly bits in a desperate ploy to escape the clutches of pesky predators and inquisitive fingers. But what you don't realise, is that they then nobble off and watch TV. Well, at least Gex does. He is a one hundred per cent couch lizard. Sods about all day watching the Neighbours repeats on UK Gold. Until one day that is when he is mysteriously sucked into the of goggle box by a mad insect inventor. His crimes for tapping up too many of his creepy crawly chums. So now, in order to escape from his TV hell (or Eldorado as we refer to it in the business) he has to roam around the set, collecting remote controls and videos to set himself free.

DON'T ADJUST YOUR AERIAL

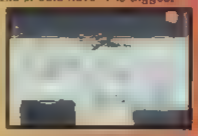
At regular intervals in the game you'll come across patches of static tele blobs (well you try describing them!) that warp you to other areas of the level, or bring access to bonus stages. Finding them is easy enough, as if you walk past the spot in which they are hiding they will appear for you to jump into. The bonus stages consist of mainly collecting the bugs however many you manage to collect in the set time determine how many lives or other such rewards you will reap. The later levels have these warps hidden away in doors, and to open them all you have to do is press Up.

IT'S THE FLATULATOR

The game sometimes attempts to use humour to bump up credibility. The first time you hear the speech and see the poses it may raise a wry grin, or produce a full-blown chortle but after that, everything leaves you decidedly stoney faced. However, there is one boss in particular who is virtually guaranteed to raise a giggle every time you see him and he is The Flatulator! He starts by drinking [illegible] which has a chemical element that causes his bowels to release toxic farts. As a result he gains a sudden rush of speed and goes shooting, belly first across the screen. MEAN MACHINES can now exclusively reveal how to access this feat at home, by doing the following. Drink 10 pints of lager (if under age 10 pints of Top Deck shandy), eat 2 plates of Tandoori Chicken, gobble 3 tins of Baked Beans and then eat a packet off All Bran. Then stand back and wait. Air fresheners are an optional extra.

CRUSTY CLING-ONS

Well, it got your attention anyway. Being as he is a lizard, our Gexy boy is equipped with all the latest mod cons that any self respecting gecko should have. The biggest asset is his ability to stick to almost any surface enabling access to the most tricky of places by walking up walls, and along the ceilings. This may at seem like a fad, but some sections require Gex's suction pads to progress [illegible] more elusive sections. The [illegible] as far as I'm concerned, is that all of your moves (sticky tongue, and tail lash) are all still useable.



COMMENT

Well it started off being a pretty enjoyable game. There we go. You can't say I didn't try to like it, but the plain and simple fact is that this is panto. Big saggy Y-fronts, complete with shilds. I thought this had the possibility of being a really original platformer, and while it does introduce some newish elements to the platform field, it belongs in the Johnny Bazookatone crap gameplay category. The difficulty pitch ranges from insanely hard to 'is that it?' easiness, so you are continually building up frustration, losing lives on the same place, and then whizzing through the next two or three stages. And then there is the sound and speech. Funny once, then amusing, then annoying. All in one easy minute. You hear one phrase, and by the end of the level you'll hear it five more times. In fact, it's so annoying I can't help keep walking round the office saying 'Like the slime boys, nice touch.' Take it away. It's driving me INSANE!

COMMENT

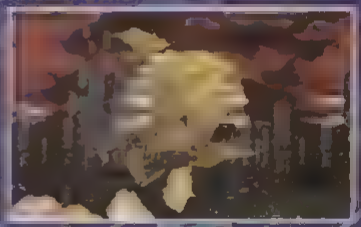
Platformers aren't exactly flavour of the month. In fact, I can't remember a time when the attentions of developers and gamesplayers haven't been more focussed elsewhere. This has created a climate where a Saturn platformer has got to be all the more impressive, all the more original and all the more compelling in order to make an impact. And this fails on all three counts. The graphics are outgunned by well-established titles such as Bug! and Rayman and the gameplay, while not quite plumbing the depths of the unbelievable Johnny Bazookatone, is flat and repetitive. I for one was having flashbacks to such ancient 16-bit titles as Zool while negotiating the cheeky little lizard up and down high walls and around spikey blocks. This would have made a fine, if hardly memorable, Megadrive title. The Saturn deserves better.

60
▲Some nice touches when Gex is walking along the ceilings.
▼But unimaginative in the other sections.
73
▲Gex is pretty well drawn, and has very handy moves and attacks. Not that bands attack people anyway.
52
▼You don't really notice the music after a while because it's too quiet. And it's panto.
60
▼Atmospheric. The speech is great...once or twice, but it's overused here to terrible effect.
51
▼Some sections can be deceptively hard, while others are just plain boring.
02
▼Some sections can be deceptively hard, while others are just plain boring.
OVERALL
Could have been really good, but is sadly a bit of duffer. Title still Gex on your nerves.
51

SEGA SATURN OUT NOW

April, not a month that immediately springs to mind when big software releases are being talked about. However, this could be the Megadrive's biggest slice of action in 1996, so we've made Toy Story the honourable 16-bit exception.

DARIUS
ACCLAIM
£34.99
1-2 PLAYERS
SHOOT 'EM UP



NFL QUARTERBACK CLUB
ACCLAIM
£44.99
1-4 PLAYER
SPORTS

on. But that's American Football for you, not Quarterback Club's.

OVERALL 69%

A good start to football simulations, but best appreciated by the sport's existing fans

OVERALL 91%

Not the pinnacle of shoot 'em uping, but the best fish-in-space blo ever!

MAGIC CARPET
BULLFROG
£44.99
1 PLAYER
SHOOT 'EM UP

OUT NOW

OVERALL 93

A solid and rewarding conversion of one of the best games yet devised.

TOY STORY
SEGA
£49.99
1 PLAYER
PLATFORM

OUT NOW

OVERALL 92

One of the biggest games of 1996 and a sign of life in the old 16-bit dog yet.

MEAN YOB

Did you fall for my little prank last month. No? Well it was a bit poor, but someone out there was too ashamed to admit it. April Pool, in case some of you still haven't managed to work it out. Anyway, after much haggling with the hierarchy here at EMAP, I have managed to haggle some free stuff and will be giving it out to the sender of the best letter. But because all I ever get is only worth giving to the bin, I'll probably end up keeping it all for myself. In fact, you'll never get any prizes because there aren't any. Bunch of two-bit pencas the lot of you. Just send in your letters to SAD OLAGGERS 'R' DEFINITELY US, YOB'S MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

PUNY INSULTS 1

Dear Yob

Where do you get off telling people where to stick their t'ves and girlfriends? Normally you either say 'Up a baboon's backside,' or 'The rear end of a camel'

Well I'm sick of it. Now I'm going to take the piss out of you. Right, let's get this over and done with. First of all Sega Power. I am an owner of one Sega Power mag and I have to admit that it is not that great, but you're not that great either. Take your hair for instance, absolutely CRUD. You'd be better off bald. And what about your baby habits like

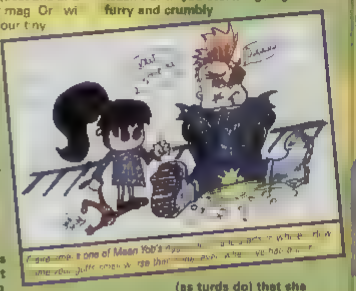
dribbling? You could have filled a whole swimming pool by now with all that gob hanging out of your mouth every month. Do you think it looks hard or something? I often wonder if you suck your thumbs as well. And finally, your height – you're a puny little maggot. Right, now I have a few questions for you.

1. How much do you get for this stinking job of yours?
2. Do you have a girlfriend, and if so, why on earth does she want to go out with you?
3. Who made up the name Planet Yobula? Very original. Probably a right twit.
4. Who does your hair?
5. Do you like Warhammer?

Please answer these questions and print my letter in your mag. Or I will be forced to squash your tiny body and shove it up a baboon's backside.

David Scholes, Addelstone, Surrey

YOB Such insults mean nothing to me. They aren't even original, dog breath. 1. I earn more money than you could ever hope to earn. I hear the sheep-fondling business is slow at this time of year anyway. 2. Well, I was seeing your mum, but then then they had to put her down, so I'm single at the moment. 3. Actually those were your mother's last words. 4. Vidal Baboon, the same bloke who flavours your breath. 5. Does Tom Cruise?



A right one is Mean Yob's hair, when he wakes up in the morning. It's quite impressive, isn't it?

YOB Yawn Yawn. How funny you are. You know what I think? I reckon that whilst your mother was slopping out, you accidentally popped out as some kind of mutated turd. Because she is so ugly anyway, she probably thought that she was looking into a mirror and raised you as her own. It wasn't until you started going all furry and crumbly (as turds do) that she became suspicious and decided to flush you away, disowning you. From there you completed your metamorphosis into a human. At least it explains why you stink of faeces.

PUNY INSULTS: THE REVENGE

Dear Yob

Hello, you are a fat knob with a crappy hairstyle. I like it when people write in insulting you, so here's one to add to the collection. You are the ugliest piece of arse hair I have ever seen in my life. Nobody likes you, face it. Go and slit your wrists and make everybody happy. You are so bad, your mother threw up at the first sight of you. Oh, and tell your mother I've got her undies and I'll bring them back next Thursday night. Your mother is so old, she owes Moses a tenner. Insulted yet? Well here's some more. You are the fattest bit a git I have ever come across in my life. I bet you smell like a pig's backside after a curry. I can't believe I wasted this time and energy on writing this letter. I bet you've never had a girlfriend. They probably all say you are a fat little turd with no friends, and who could blame them. Go shove your head down a bog that your horse, sorry your mum, has just crapped in, and you'll probably look even better, not that you could ever look any good. Go and shove that stupid stick (surf board) you're holding up your rectum, but don't forget to take your head out first. You are the little sweaty bits that can be found up somebody's arse. Go and crawl up the arse you came from! Goodbye Turd Face

Chris Purdie, High Wycombe

YOB Wow! I'm impressed. I've never had so many insults in one letter before. Well done. Now I'm impressed, I'll tell you what I'll do. I'll print your address and you can receive all the hate mail you've been asking for.

MASTER SYSTEM REJECT

Dear Yob

I have a big question to ask you. Will any of these games come out on the Megadrive: Doom, Ground Zero Texas, Road Avenger, Thunderhawk, Sim City, R-Type, F-Zero, Nebulus, Predator 1 and 2, Rick Dangerous, Test Drive, Bubble Bobble or Casino Games? (Sorry about it being so long, but answer it or I'll set my mates dog onto you).

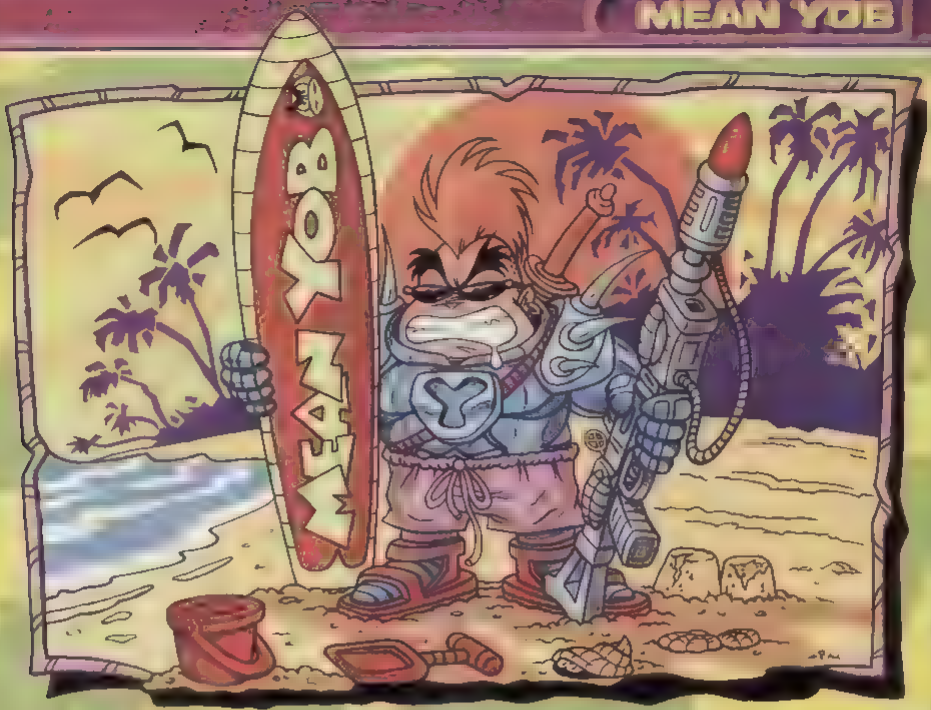
Why do you have the same dribble on your mouth every month?

Asswipe

Oh um... what should I write next. Ah, Claire will you marry me? And Lucy, will you date Yob as you both suit each other? Marcus why don't you go and propose to a Master System?

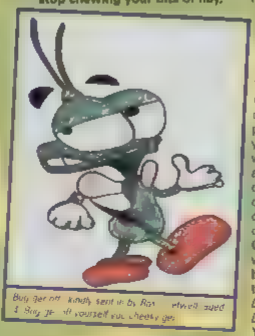
Mr Sex God, Heaven

YOB What? Casino Games? Bubble Bobble? Do me a favour dick wad, and sort your life out by trading all of games you have (judging by your tastes, you'll probably get about a fiver for them) and buying one of those joke disguises with the glasses, nose and moustache, to cover up the shame of being such a pleb. Then slowly re-introduce yourself to society, starting with English for Amoebas, and soon you'll be deemed worthy of my attention by asking sensible questions.



NUTTY LICKERS ANONYMOUS

Dear Yob
"I read your comic all the time and love it! It's the best.
YOB COMIC COMIC! Cheeky sod, what do think this is the bloody Beano!"
HAHAHAHAHAHA
HAHAHAHAHAHAHAHAHAHAHA!!!!!!
I laughed for hours and hours when I read the letter from John Harper in the August issue. And what you said!! I just had to write in as I knew it shattered your cool image. Well maybe cool is going a bit far. When I used to get fed up with my Master System and throw it out of the window, I used to pick up MMS and laugh my head off until I fell asleep. I know you will now crawl into a bottomless pit and never let yourself be seen again as I have brought your dreadful past out into the open, but all I can say is good luck.
HAHAHAHAHAHAHAHAHAHA
Stuart Marshall, Norwich, Norfolk
YOB Dreadful pest is not how I would describe your letter's influence, more like dreadful sap. What can you possibly gain from going HAHAHAHAHA, other than melting anything your rancid breath comes into contact with, is beyond me. Tell you what, why don't you climb in your tractor, stop chewing your bits of hay,



and then drive into a lake. Hope you can understand all of those long five-letter words in one go.

BILLY NO MATES

Dear Nabby No Mates,
I've worked out why you don't like Christmas because your family has disowned you and you have no friends, therefore you never get any cards or presents you piece of dag from a baboons butt.
Just one question if all the people who write to you are such pathetic of human excrement then how come you were put in charge of dealing with them?
The answer is that the other members of the MEAN MACHINES crew decided that you are just as pathetic and they thought that you'd fit in just perfectly (and it would keep you away from doing any damage to the actual running of the mag). Seeing as your only other vocation in life is to be a toilet cleaner for elephants suffering from diarrhoea.
Oh, yes, and what exactly is wrong with the Game Gear? I mean it's better than your choice of system the Game Boy and Spectrum.
David Jenkins, Bishopsteignton, Devon
YOB This guy's handwriting and spelling was so poor that we all had a big argument about some of his words – dag or clag? The sensible people said it was clag, the people who understood how stupid this person is reckoned it was dag. Whatever it is, anyone who draws humorous references from Australians is a prize tosser anyway. A copy of the book 'Handwriting for Dunces' By Dag Clagger is in the post. Well done.

GOLFING SADDO

Dear Mean Yob,
I am very interested to know just how good I am at PGA European Tour 2. My best score is 236 (52 under par) for 72 holes, at Wentworth. My best score for 18 holes is 56 (16 under par) at Wentworth. Am I simply the best? Or is there some super human anorak who would dare suggest that he is better than I? If anyone reckons they can beat me, do not hesitate to contact me. I have a gut feeling that I could be World Number 1.
Kenny (the boy) Highland, Hayes, Middx.
YOB There we go. Anorak challenges anoraks. Get in touch if you can shut him up.

Let no one say we duck the issues of the day. Once again you readers display your intellects. Join us next month, when maybe Paul Johnson will decide to bore us at stupid. Again.

Q&A

Life is so full of annoying events that it's a joy to relieve it by answering your Q&A letters. You little shining lights with your earnest little questions. It always makes up for... Being last into the shower and discovering there's no hot water... Squeezing the toothpaste tube until you admit there is no toothpaste left... Sleeping next door to someone with a paranoid car alarm... Coming into contact with Coffeemate or any other 'non dairy creamer' without the proper protective clothing. But you make it all bearable. Wing your words to, YOU'RE TAKING THE P Q&A, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

MATTEL

Dear Gus,

Firstly, congratulations on the superior magazine, brilliantly written. Now onto the questions:

1. I am a great Star Trek fan, so is there any chance of a Star Trek game on the Saturn?
2. I'm also a great SF2 fan. Since Super SF2 Turbo was 32X only, is there any chance that Capcom will release, or maybe a compilation of all SF2 games, on Saturn?
3. Jimmy White's Snooker was brill on the Amiga, any chance of Virtual Pool or Virtual Snooker coming out on the Saturn?
4. Any word on the rest of EA's sports games for the Saturn?
5. Any new versions of classic Megadrive games (Ecco, Street of Rage) coming to the Saturn?
6. Will the 10 player Bomberman game be a straight conversion or Hudsonsoft's Hi-Ten bomberman or will it have loads of new features?
7. Please tell me when Virtua Sonic and Virtua Fighter 3 are coming to PAL Saturns.

Kieron Hussain, Eccleston, Chester

GUS: 1. Interplay and their affiliate, Spectrum Holobyte, have traditionally had dibs on Trek, but neither has come forward with a next gen proposal.

2. I doubt it – Capcom is the apex of StreetFighter and Capcom have enough beat 'em ups as it is.
3. Very slim.
4. Madden's has supposedly [illegible] programming and [illegible] and nothing on Rocket for months.
5. There may be something on Sega at E3.
6. No details of new features at the moment.
7. There are Sonic titles due at the moment.

MASBRO

Dear Gus,

I got a Saturn for Christmas, and I have a few questions that need [illegible] out straight away:

1. Why do you get a Scart lead when you buy the Saturn instead of an RF unit? Yet in the Playstation you DO get an RF cable. Because of this I had to shell out an extra £20!
2. Will there be any [illegible] games i.e. Championship Manager or Premier Manager on the Saturn?
3. What games would you recommend out of Sega Rally, Panzer X-Man and Mr-?
4. I also have a Game Gear and [illegible] and it hasn't been [illegible] to find games for it. Are the games [illegible] beginner to do so in this department?

Glasgow

GUS: 1. Long and boring. Basically, looking both leads would cost another £20. Sega researched potential buyers and found 60% would have SCART compatible tellies. The picture quality on SCART is FAR better than RF [illegible], so it makes sense to give buyers the best possible package. A decent SCART monitor/telly costs about £170-£200.

2. After the success of Fifa [illegible] be [illegible].
3. All, except M[illegible] [illegible] but wait for Panzer.

[illegible] cities, but Sega went to [illegible] raw stunners for the handheld. Virtua Fighter is a perfect example.

Dear Gus,

Because the Saturn now has Wipeout, Tobsuden and Destruction Derby, will the Playstation be releasing any Saturn games?

2. Will these games be out on the Saturn: Doom, Biohazard (Resident Evil) or Twisted Metal)
3. When is Road Rash coming out on the Saturn?
4. Will it be better than the Playstation version?
5. Does the Playstation have more [illegible] for it?
6. Thunderhawk on the Saturn has 24 missions but in Gamepro it said that the Playstation version had 37.

What's your best Saturn game? VR, as the Saturn is so [illegible] can you say it's good?

[illegible]

2. Doom is dar. Biohazard is [illegible]. Bio — nah.
3. Dae this summer.
4. I hope so, that was crud.
5. Development is roughly equal now.
6. Someone got it wrong.
7. Sega Rally.
8. Despite being graphically crap, I enjoyed the Grand Prix mode. Sad [illegible]

FRANKIE [illegible]

Dear Gus,

Answer

1. If you [illegible] Virtua Fighter on the [illegible] with 32 megs, Wh[illegible] you fill it on the Megadrive?
2. How much did you like Vr on the 32X?
3. [illegible] about the future?
4. I like RPGs. What

the best for the Megadrive?
5. What does RPG stand for?
6. How much did you give Samuel Showaway?
7. How many did you give Lethal Enforcement?
8. How many answers there is in Mens Sana?
9. Why don't Sony make games for the Playstation and Namco do?
10. Are Sony going to make games for Sega anymore?
11. Is Doom on the 32X any good?
12. Is the rumour that SSF2 Turbo is coming out on the Game Gear a big lie?

Name and address withheld to

GUS: 1. It's not to do with size. The 32X is much more powerful than the Megadrive.
2. 93%.
3. It was 95%, but we'd give it 98% now.
[illegible]
[illegible]
[illegible]
[illegible]
[illegible]
9. Sony do. It's called SIE.
10. Yes, through Psygnosis.
11. Yes.
12. Lies.

SPEARS

Dear Gus,
[illegible] answer my questions.
1. Why can't the Saturn and arcade versions of games be released at the same?
2. The Saturn can run up to 60 frames a second, so why do games like Sega Rally and Daytona have to run at 30 frames per second? If they ran at 60 frames per second their graphics would be arcade perfect, right?
3. Why didn't the Saturn Daytona have a two-player mode like Sega Rally?
4. Why isn't Ash and Ash making games for the Saturn?

Harry Bowles, Peterborough

GUS: 1. Why would people go and see the Beatles? Would films come out on video at the same time as at the cinema?
[illegible]
[illegible]
requires excellent programming
[illegible]
[illegible]
4. They are!

ACTION GT

[illegible] your [illegible] and I have [illegible] every single copy since [illegible] can you answer [illegible] question.
1. How come the Megadrive can have the Desktop Story with the dyed called Yasmin while the clay mechanic wrench is very like Doom.
[illegible]
[illegible]
2. Being as the Megadrive is going out of fashion, why aren't Sega [illegible]

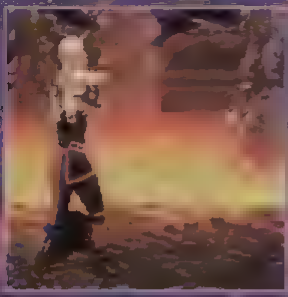
[illegible] cover the prices of the games.
3. Is the '95 price 32X any good? My Dad was going to buy me it for Christmas [illegible] because he was [illegible] when he saw the [illegible] allowed [illegible] please give [illegible]

Adam [illegible]

[illegible] standards.
2. It still costs [illegible] kilam, but the [illegible]

PILLTOY

[illegible] it means to protect you from [illegible] margarine-lubricated [illegible] movements, but [illegible]



Playstation game
Discworld being released
on the misery Saturn
4. Do you have any
information, release
date, price etc. for
Resident Evil on the
Saturn?
5. Do you have any plans
to covermount any
playable Saturn demo
discs?
6. Are Sega planning any
[illegible] the last
one was really cool!
Thanks for the help and I
would just like to say that
Lucy is better than Cathy.

Thanks again.
Jamie Slater, Oxford.

GUS:1. April and £44.95!
2. See the Wiz.
3. Yes. It's only a couple of months
away.
4. It's not even confirmed for
Saturn.
5. We have secret plans for all
contingencies.
6. There'll be more ads comin

PLAYSKOOL

Dear Gus,
Please could you answer my
questions...
1. In issue 41, I saw pictures of an
arcade game called Street Fighter.
Will this be released on the Saturn?
2. Why have Sega released three
Sonic games for the Game Gear
but haven't made any new ones for
the Megadrive?
3. Why isn't the Nomad coming out
in England?
4. In Sega Pro it said "Sega release
a Nintendo Ultra 64 add-on for the
Saturn and the first game for it is
Mario 64." Is this true and if so
then is it coming out?
5. Why do people fall in love?
6. Is a version of Knuckles coming
out for the Megadrive?
7. Seeing as Nintendo bought out
Mario 64, are Sega planning to
bring out a 3-D Sonic platform
game for the Saturn?
8. How did they get all the animals
to talk in Babe?
9. Is Jas Mannstrong the groom at
Babylon Zoo a flamboyant or is he
just trying to make a fashion
statement?
10. Have I spelt Transvestite right?
Gary Russell, Hamilton, Scotland.

GUS:1. Depends how it does in the
2. They're taking their time.
Sega thought it was too
[illegible]

4. It was an April foal from the
arch-fools.
5. Indeed.
6. Nope.
7. See gossip.
8. Ask Eamnon Holmes.
9. He's worse than that, he's a
one-hit wonder.

WADDING-TONS

Dear Gus,
Please could you answer my
simple questions.
1. Are there going to be any more
Ecco games for the Game Gear?
Jamie Holmes, Lesser Sodomintor

GUS:1. Maybe.

TOMY

Dear Gus,
I guess the magic word and will
someone to buy me you answers my
questions...
1. Why doesn't your
Mega CD games
2. Will there be any new gam
coming out on the Mega CD?
3. Do you know that
Midmarks on the Mega Drive is
worth having?
4. Will there be any chance o
Men: Children of the Atom being
released on the Mega CD?
5. Is there any chance of a
fax/modem and is being released
for the Megadrive or Mega CD?
Sam Kaye, Secundon

GUS:1. There aren't any
2. To be frank, I'm aware of none
3. Yes
4. Never
5. Never

TONIKA

Dear Gus,
1. What happened to X-Perts, as I
haven't heard about it for ages and
I read somewhere a while ago that
it would be released sometime
around now.
2. Why hasn't Doom been released
on the Saturn yet?
3. Is Quake going to be released for
the Saturn?
4. I read somewhere that a
company were developing a Saturn
4. Is this true and if so will it be a
new 64 bit machine or will it be just
a different case for the original?
5. Will the Megadrive version of
International Superstar Soccer be
as good as the SNES?
6. When is Sonic 4 coming out and
will it be a
platformer or a
I am up
7. Is the Sonic
that I am
coming to the

possible on the
Megadrive by
using the SVP
chip, or some
other chip
that because it is
dead smart.
8. Are the 32X
and Mega CD
dead?
Dave Forrest, Barrow-in-

GUS:1. X-Perts has been spasming
about in development Hell for
donkeys.
2. See GT that.
3. Yes.
4. This is rubbish and unsupported
conjecture by 'Next Generation'
magazines trying to maintain
flagging reader interest.
5. Should be
6. More soon.
7. Maybe.
8. Unlikely.
9. The Sock is twitching.

I'll see you next month. But then maybe not. Because, you see, I won't last long in this business because I take everything so personally. Apparently.

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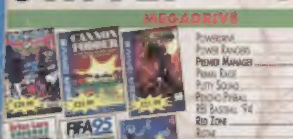

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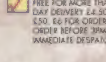

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